Canon

Image Webcasting System

WebView Livescope

Live & Active

Camera Server Manual

WebView Livescope
Live & Active
Ver. 3.10

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Introduction

Thank you for choosing "WebView Livescope"

This manual describes how to set up and use the WebView Livescope Camera Server.
Read this manual carefully before you use WebView Livescope to ensure that you make the best possible use of this product.

Store this manual in a safe place after you finish reading it.

Important

① **The unauthorized transfer of all or any part of the contents of this manual is forbidden.**
② **The contents of this manual are subject to change without notice.**
③ **Every effort has been made to ensure that content of this manual is free from errors. If you encounter any errors, omissions or apparent inaccuracies, contact the manufacturer.**
④ **Notwithstanding ③ above, the manufacturer accepts no liability whatsoever arising from the results of using this product.**

Copyright Information

Under copyright law, video or still images photographed by the client cannot be used for any purpose other than personal enjoyment without prior permission from the copyright holder

Trademark Information

Microsoft Windows, Windows NT, and Microsoft Internet Explorer are trademarks of the Microsoft Corporation of the U.S. registered in the U.S. and other countries.
Netscape is a trademark of Netscape Communications Corporation.
All other company or product names used in this document are trademarks or registered trademarks of their respective holders.
* In this manual, "Microsoft Windows" is abbreviated as simply "Windows".

Conventions

Caution

Indicates important notes or restrictions that must be observed when using this product. Always read these notes.

Note

Indicates additional information or explanations for a procedure. You should read these items.

Important

Indicates a particularly important procedure.

Overview

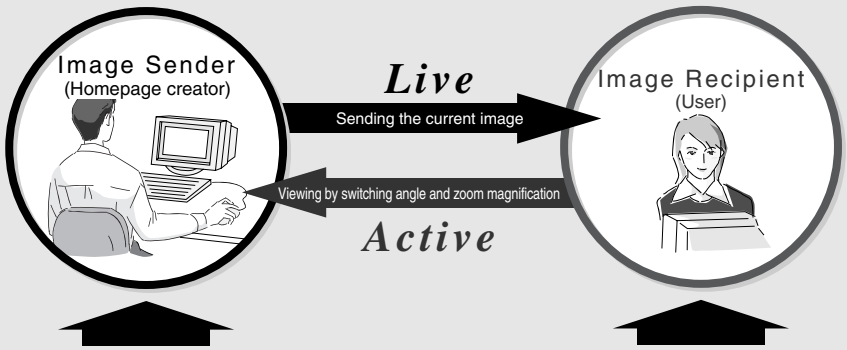
WebView Livescope is a system for transmitting to a computer live images taken by a video camera (Canon VC-C4/VC-C4R/VC-C3/VC-C1 MK-II) installed in a remote location, via the Internet/Intranets.

The image recipient (hereafter called the "client") can easily view the image with a Web browser. Moreover, since the operator can easily control the camera from a remote Web browser via a network, images of a highly on-site feel can be transmitted in real-time.

Images from the WebView Livescope server are displayed on a special viewer. This viewer can be embedded into a Web page, enabling the creation of appealing Web pages and greatly expanding the possibilities of the Internet/Intranets, such as monitoring from remote locations using a Web browser, to achieve networks that are more useful for business.

Because WebView Livescope uses the HTTP protocol in addition to its own conventional protocol, it is now possible, as long as an environment for viewing external Web pages exists, to view images from external WebView Livescope camera servers even from within corporate LANs where firewalls have been erected.

WebView Livescope is an image transmission system that enables users to actively (by performing operations by oneself) view live (showing now) video from homepages by allowing users to change camera angle and zoom magnification.



Offers an easy way
to provide live information contents.

Offers the advantage of
being able to actively select desirable
parts from live images according to
the user's purposes.

Features

■ Easy transmission of live images to the Internet or an Intranet

Uses HTTP protocol in addition to the unique (WebView-TCP) transmission protocol. Image data can be sent through a firewall without changing network administration settings.

■ Transmission and reception of high-resolution video

WebView Livescope uses the Motion-JPEG image compression system and supports the Osprey-100 capture board from ViewCast.com and the Meteor, Meteor II and Meteor/PPB capture boards from Matrox.

■ Detailed camera control

When the Canon VC-C4 Communication Camera is used, the user can control the camera angles (pan and tilt) and zoom ratio just as if he or she were actually behind the camera. It is also possible to set restrictions limiting the camera angles and zoom ratios that can be used.

■ Four cameras controlled by the same server

WebView Livescope supports up to 4 cameras concurrently.
This gives better image quality and a wider field of view.

■ Communication camera is freely controllable by users receiving live images.

You can easily control pan/tilt angles, zoom magnification and backlight compensation features of a remotely installed camera from your computer screen via a network. Camera position can also be input in advance by using the [Preset] feature. The client can move the camera into the desired position instantly just by selecting a registered preset.

■ Concurrent video reception by up to 100 users

One server can be used to view video by up to 100 users at a time. The number of concurrent accesses is set on the camera server to suit the bandwidth of the network being used.

■ Control privileges to prevent contention for camera control

The introduction of control privileges means that contention between multiple clients concurrently trying to control the camera can be avoided. The default period for which a client has exclusive control of the camera is 20 seconds. (This can be changed at the server.)

■ Support for multiple concurrent image sizes

You can select any of 4 image sizes (640×480, 320×240, 160×120 and 80×60) and transmit them simultaneously.

■ Enhanced security functions

Video distribution destinations can be restricted using IP addresses.

■ Automatic sample page generation function

This function automatically modifies the contents of the sample web page files based on the camera server settings. The sender can create web pages based on these sample pages. The wvh files used to start up the helper viewer from the web browser can also be generated automatically and sent.

■ Panorama image generation function

Version 3.1 of the software features a new function that automatically controls the camera as it shoots multiple images and then integrates and stores those images as a single panorama image. The camera angle and zoom ratios in a stored panorama image can be controlled from the viewer for realistically direct operation. This function also improves the user interface since the panorama image can be used by the administrator to set the field of view or specify preset positions.

■ Firewall penetration

The helper viewer provides a firewall penetration function previously available only on Java viewers. This enables video images to be sent regardless of the user's software environment.

■ Automatic shooting, recording and uploading of still images at set intervals

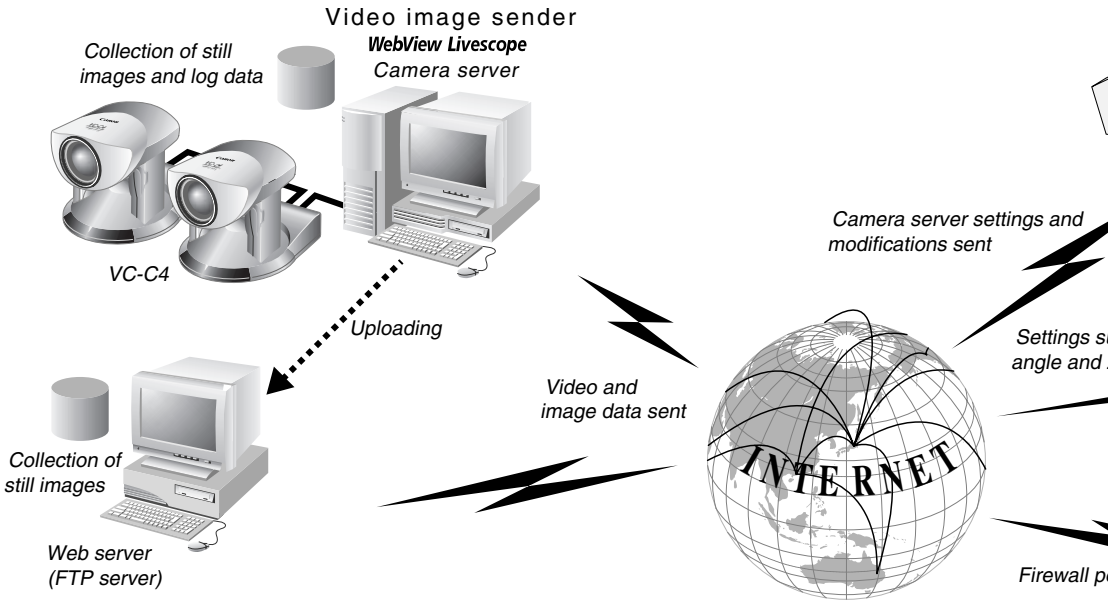
Version 3.1 provides a still image collection function that collects still images shot by the camera at regular intervals, uploads the collected images to an FTP server and automatically transmits the images from the web server. Still images shot by the camera according to a preset schedule can be saved to a local disk on the camera server or uploaded to a specified FTP server.

■ Access log analysis for a quick and clear snapshot of system usage

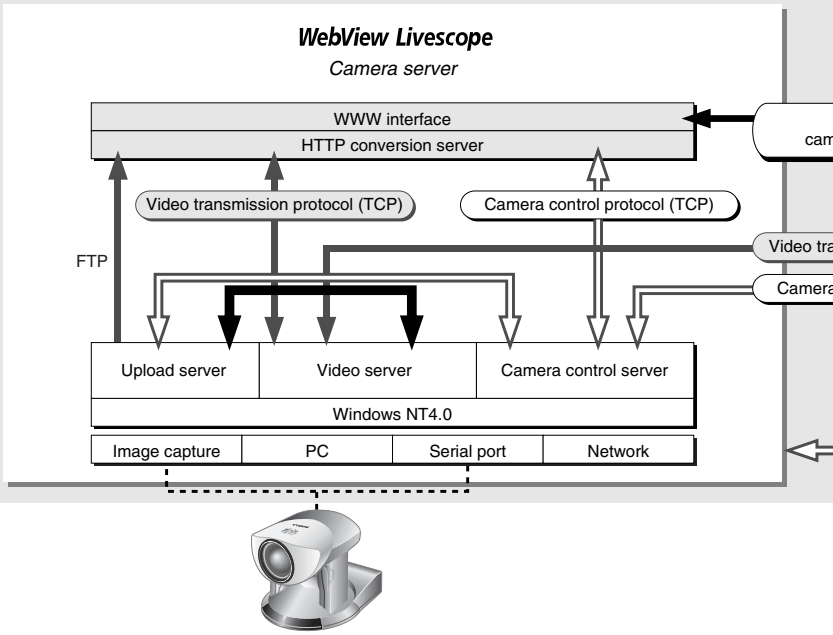
In version 3.1, the collected access log data is analyzed and the access status displayed as a graph or table to give a clear and accurate picture of system usage for each user. This picture shows information such as the number of accesses per day, the periods of heavy usage and the access time for each individual, and can also be accessed remotely.

System Configuration

The web server and camera server are connected to the viewer using IP (Internet Protocol). Normally, the live video is distributed via the internet, but ordinary public phone lines or ISDN lines can also be used for a direct connection.



Module configuration



Remote maintenance

WebView Livescope *manager*

Camera server settings can be specified and modified remotely.

uch as the camera zoom ratio sent

Firewall penetrated

Video image receiver

WebView Livescope *helper viewer*

WebView Livescope *Java viewer*

+

Web browser

Netscape Navigator or Communicator 4.5 or later or Internet Explorer 4.01 or later

Live video

Live video images can be received and control privileges can be granted allowing control of the camera.

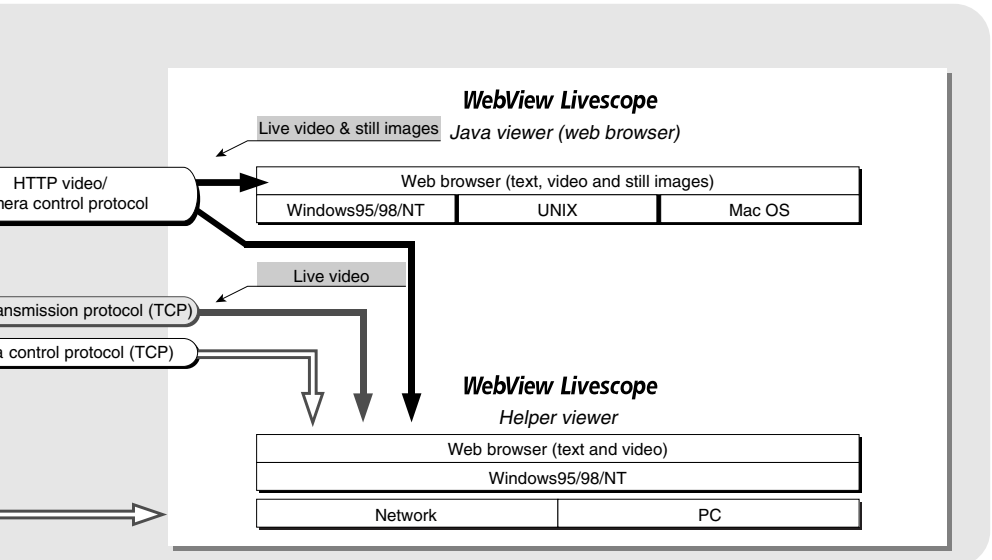
enetrated

Video image receiver

Web browser

Live still images

Stored still images

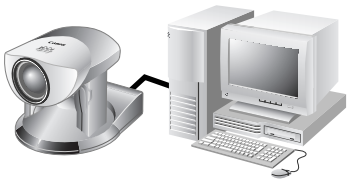


Information Sending Side

Web Server

The web server is the computer that runs the web server software. When accessed from a web browser, this server sends HTML data to the browser.

WebView Livescope Camera Server



This server is made up of a camera and a computer that is equipped with an image capture board and runs the camera server software. Normally, the server modules start up automatically when the computer is switched on.

■ **Server Module Types and Functions**

Module	Functions
Camera control server	This server receives camera control protocol signals from clients such as the helper viewer and HTTP conversion server and performs camera control functions such as pan and tilt. The camera control protocol used is the WebView-TCP camera control protocol.
Video capture server	This server performs JPEG compression on video signals received from the camera (VC-C4/VC-C4R/VC-C3/VC-C1 MK-II) via the capture board (Osprey-100, Meteor or Meteor-II/PPB) and sends the compressed signals to a client such as a helper viewer or HTTP conversion server. The protocol used is the dedicated WebView-TCP video transmission protocol.
HTTP server	This server converts the dedicated WebView-TCP video transmission and WebView-TCP camera control protocols to the HTTP 1.0-based WebView-HTTP protocol. This module can also operate as a simple web server.
Upload server	This server provides a still image collection function that periodically collects video data according to a specified schedule and either saves the collected images to a local disk or uses the FTP protocol to upload the images to a web server machine connected to the network.
Maintenance server	This server receives communications from the WebView Livescope manager and modifies settings on the camera server or restarts related services. This server program can be used to manage the camera server from a remote location. The communications protocol used is the dedicated WebView-TCP remote maintenance protocol.

WebView Livescope Manager

The WebView Livescope Manager allows the camera server to be managed from a remote location.

■ **Application Types and Functions**

Application	Function
WebView Livescope manager	The WebView Livescope manager allows each of the camera server modules to be managed remotely. This application also starts up the administrative viewer (see below) and the web browser used for access log analysis.
Administrative viewer	This is a helper viewer for the administrator which allows camera control operations that can only be performed by the camera server administrator and allows interactive specification of camera presets and restrictions on the field of view. The administrative viewer can be started up when the WebView Livescope manager is connected to the camera server. The administrative viewer also allows the administrator to control the camera during operations when camera control by ordinary users is forbidden.
Access log analysis tool	This consists of a CGI program and HTML that analyzes the server access logs collected on the camera server and then visually presents the viewer access statistics for the camera server to the administrator. Under the default settings, HTML pages are downloaded to the client (web browser) by the HTTP conversion server and the CGI program is also launched by the HTTP conversion server.

Information Receiving Side

WebView Livescope Viewer

Viewer software is used to view video images sent from the camera server on a web browser. The two types of viewer software are described in the table below.

■ **Viewer Software Types and Functions**

IMPORTANT

Viewer Software	Function
Java viewer	• The Java viewer allows images from the Camera Server to be viewed on a web browser that is capable of running Java applets. • Because the Java viewer is downloaded automatically, it does not need to be installed beforehand like the helper viewer, and it is compatible with any platform capable of running Java applications. • Where firewalls are installed, this viewer penetrates the firewalls unconditionally since it uses the HTTP protocol. However, operation may be unstable with some platforms or web browser types. Also, because the viewer is downloaded when the web site loads, it starts up and runs more slowly than the helper viewer.
Helper viewer	• This is a helper application launched from a web browser and used to view video images sent from the camera server. • The helper viewer must be installed beforehand. • Because it does not need to be downloaded. the helper viewer launches more quickly than the Java viewer. If a viewer will be used frequently, use the helper viewer rather than the Java viewer. • Where firewalls are installed, this viewer penetrates the firewalls unconditionally since it uses the HTTP protocol.

System Requirement

WebView Livescope Camera Server System

Computer	IBM PC/AT compatible (CPU Pentium II, III or better than MMX Pentium 200 MHz)
Operating System	Windows NT 4.0 (SP5 or later recommended, IE 4.0 or later required)
RAM	Minimum 64 MB recommended
Network	Ethernet (10Base-T or 100Base-T)
Video capture board	Osprey-100, Meteor, Meteor II or Meteor/PPB
Supported cameras	VC-C4/VC-C4R/VC-C3/VC-C1 MK-II
Software	WebView Livescope Ver. 3.1 Camera Server software WebView Livescope Manager WebView Livescope Viewer

WebView Livescope Manager (remote management)

Computer	IBM PC/AT compatible
Operating System	Windows 95/98, Windows NT 4.0 (IE 4.0 or later required) or Windows 2000
Web browser	Netscape Navigator or Communicator 4.5 or later or Microsoft Internet Explorer 4.01 or later recommended

WebView Livescope Viewer Software

Java Viewer Ver. 3.10

Computer	IBM PC/AT compatible
Operating System	Windows 95/98, Windows NT 4.0 or Windows 2000
Web browser	Netscape Navigator or Communicator 4.5 or later or Microsoft Internet Explorer 4.01 or later recommended

* This viewer is automatically downloaded from the camera server at each access.
* Operation may be unstable on operating systems other than those listed above.

Helper Viewer Ver. 3.10

Computer	IBM PC/AT compatible
Operating System	Windows 95/98, Windows NT 4.0 (IE 4.0 or later required) or Windows 2000
Web browser	Netscape Navigator or Communicator 4.5 or later or Microsoft Internet Explorer 4.01 or later recommended

* This viewer must be installed beforehand.

Caution

The WebView Livescope Ver. 1.21, 2.01 or 3.0 helper viewer and plug-in viewer can also be used, but some functions differ.
On Macintosh computers, some of the functions of the WebView Livescope Ver. 1.20 helper viewer are restricted.

Chapter 1

Installation

This chapter describes how to install and check the operation of the WebView Livescope camera server, manager and helper software.

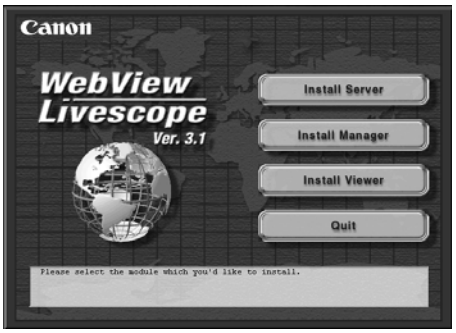
Installation Procedure

Caution

Before you begin the installation

If there is web server software already installed on the PC to be used for installation, you must avoid conflicting the port number of WebView Livescope HTTP server and web server. To ensure that the WebView Livescope HTTP server can penetrate firewalls, it is installed with a default port number of 80. To ensure that the web server and HTTP server do not both use port number 80, you should change the web server port number to a number such as 8080. A precondition of this is that you use the WWW server function (see P.53).

Starting the Installer



When you load the WebView Livescope Ver. 3.10 Installer CD-ROM into your machine, the Installer's main screen automatically launches. If it fails to launch, double-click "wvsetup.exe" on the CD-ROM drive using Windows Explorer.
Click the buttons in the main screen to start up the installer and install the software.
You must log in with the user name (Administrator, etc.) that has Administrator privileges before installing the servers and the manager.

● **Install Servers**

This option installs the "WebView Server", "WebView Manager" and "WebView Viewer". These servers are used to set up the camera server.

* Install this software on Windows NT 4.0 (SP5 or later). (Note) IE 4.0 or later is required.

● **Install Manager**

This option installs the "WebView Manager" and "WebView Viewer". These programs are used by the camera server manager to control the server remotely.

* Install this software on Windows 95/98, NT 4.0 or Windows 2000. (Note) IE 4.0 or later is required.

● **Install Viewer**

This option installs the "WebView Viewer (Helper)". This viewer is used to view video images sent from the camera server.

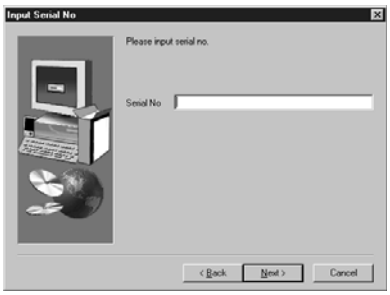
* Install this software on Windows 95/98, NT 4.0 or Windows 2000. (Note) IE 3.02 or later is required.

Installing the Server

1

Click the [Install Server] button in the main screen to launch the camera server installer. Then click the [Next] button.

2



Enter the serial number (S/N) and click the [Next] button. For the serial number, refer to the sticker on the outside of the software packaging or the user registration card.

3

Choose Destination Location
Setup will install WebView Livescope Server in the following folder.
To install to this folder, click Next.
To install to a different folder, click Browse and select another folder.
You can choose not to install WebView Livescope Server by clicking Cancel to exit Setup.
Destination Folder
D:\Program Files\Canon\WebView
Browse...
< Back
Next >
Cancel

Specify the destination folder for the installation and click the [Next] button.
If you do not need to specify any particular options, simply click the [Next] button to proceed.

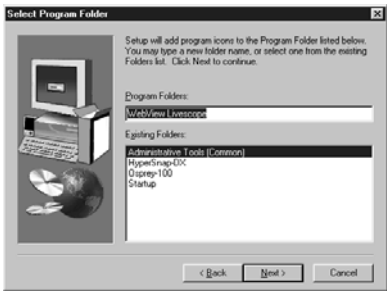
Caution

Uninstalling old versions and reusing settings

If there is an older version of WebView Livescope installed on the machine used for this installation, a dialog box appears asking you whether you want to uninstall the earlier version. If the previous software is uninstalled, you can still use the current settings.

Settings that can be reused	
Ver. 3.0	All settings can be reused. **Notes for upgrading from version 3.0 to version 3.10** "Access log" files created with the version 3.0 camera server and still picture recording files will not be copied to the new destination folder for the installation. If necessary, copy these files manually.
Ver. 2.0, 2.01	The following settings can be reused: - Capture Board Type - Camera information (number of cameras, camera names, video ports, video formats, COM ports, camera types, field of view restrictions) - Restriction of client access - Presets - WWW server function - Manager remote connection
Ver. 1.0, 1.10, 1.20, 1.21	None of the settings can be reused.

4


Select Program Folder
Setup will add program icons to the Program Folder listed below. You may type a new folder name, or select one from the existing Folders list. Click Next to continue.
Program Folders:
WebView Livescope
Existing Folders:
Administrative Tools (Common)
HyperSnap-DX
Osprey-100
Startup
< Back
Next >
Cancel

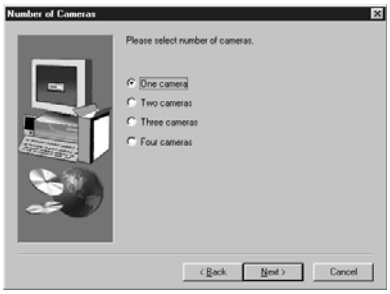
Specify the item that you want to list in the Start, Programs menu and click "Next".

5

Select the capture board installed in your machine and click "Next". If a capture board driver has not been installed or an old version of the driver is installed, a dialog box asking you to install the driver will appear. In this case, you can install the driver by starting the installer for the capture board driver.

* You must select the card installed in the machine for the video capture card.

6



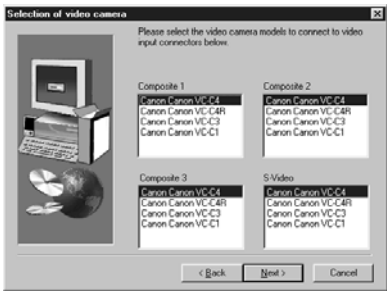
Select the number of cameras that are connected and click "Next".

7

Select the video terminal you want to use and click "Next".

* You must select the same number of connectors as the number of cameras selected in step 6.

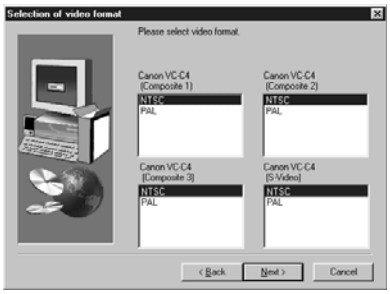
8



Select the type of camera that you want to connect to each terminal and click "Next".
After this a dialog box for setting the number of cameras selected in step 6 will appear.

* You must select the type of camera (VC-C4, VC-C4R, VC-C3, VC-C1 MK-II) connected to each connector. Look at the camera unit to determine the type of camera.

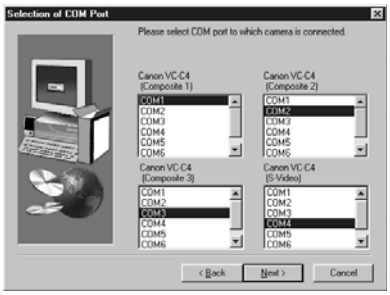
9



Select the video format for each camera and click "Next".

* You must select a video format that the camera supports.

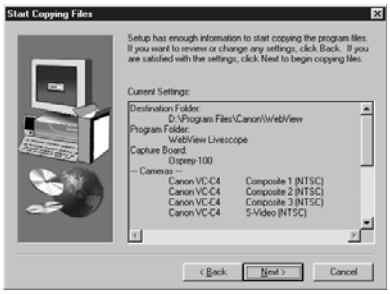
10



Select the COM port to use for camera control and click "Next".
If VC-C4 cameras have been connected using cascade connections, see the memo on the next page.

* You must select the port to use for camera control.

11

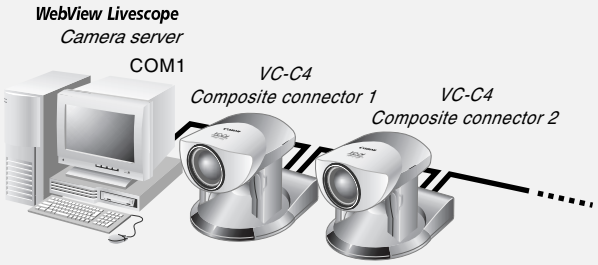

Start Copying Files
Setup has enough information to start copying the program files. If you want to review or change any settings, click Back. If you are satisfied with the settings, click Next to begin copying files.
Current Settings:
Destination Folder:
D:\Program Files\Canon\WebView
Program Folder:
WebView Livescope
Capture Board:
Osprey-100
Cameras:
Canon VC-C4 Composite 1 (NTSC)
Canon VC-C4 Composite 2 (NTSC)
Canon VC-C4 Composite 3 (NTSC)
Canon VC-C4 S-Video (NTSC)
< Back
Next >
Cancel

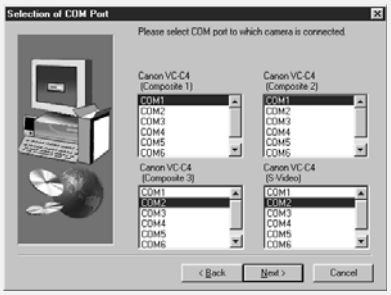
Check the items that you set and selected and click "Next". Files will be copied and settings will be entered in the registry as installation is carried out. When installation has finished, a message prompting you to start the WebView server will appear. Click "Yes" to complete installation.

Note

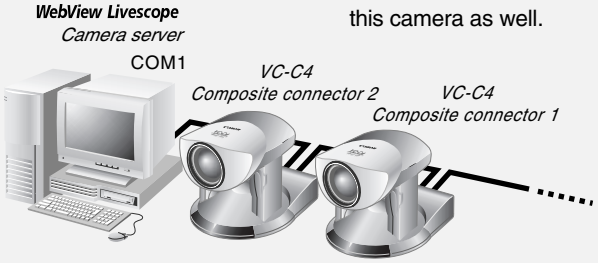
Settings for when VC-C4 cameras are connected using cascade connections

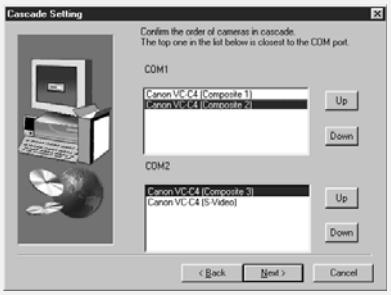
If you use cascade connections to connect VC-C4 and VC-C4R cameras, specify the same COM port for the cameras connected using cascade connections.





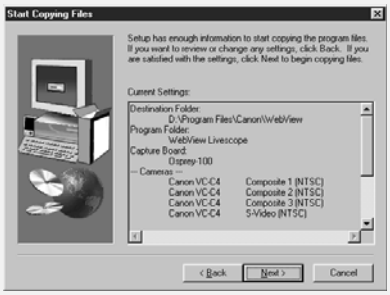
For example, if you connect a VC-C4 camera that is connected to Composite connector 1 to the COM 1 port of the camera server and then use a cascade connection to connect it to a VC-C4 camera that is connected to Composite connector 2, specify COM 1 as the COM port for both cameras. Furthermore, if you use a cascade connection to connect another camera to the VC-C4 camera that is connected to Composite connector 2, specify COM 1 as the COM port for this camera as well.





Next, a dialog box for specifying the order in which cameras connected using cascade connections are listed appears. You must arrange the list so that the cameras are listed in order starting with the camera closest to the COM port of the camera server. Click the camera name to select the camera, and click "Up" or "Down" to change its order in the list.

For example, if you connect a VC-C4 camera that is connected to Composite connector 2 to the COM 1 port of the camera server and then use a cascade connection to connect it to a VC-C4 camera that is connected to Composite connector 1, they should be listed in the order: "VC-C4 connected to Composite connector 2", "VC-C4 connected to Composite connector 1".


Start Copying Files
Setup has enough information to start copying the program files. If you want to review or change any settings, click Back. If you are satisfied with the settings, click Next to begin copying files.
Current Settings:
Destination Folder:
D:\Program Files\Canon\WebView
Program Folder:
WebView Livescope
Capture Board:
Osprey-100
-- Cameras --
Canon VC-C4 Composite 1 (NTSC)
Canon VC-C4 Composite 2 (NTSC)
Canon VC-C4 Composite 3 (NTSC)
Canon VC-C4 S-Video (NTSC)
< Back
Next >
Cancel

The names of the camera connected to each COM port and the order in which they are listed are displayed in the Start Copying Files dialog box. Check whether the settings are correct.
If you want to change any settings, click "Back" to return to the Settings screen.

Installing the Manager (for remote management)

1

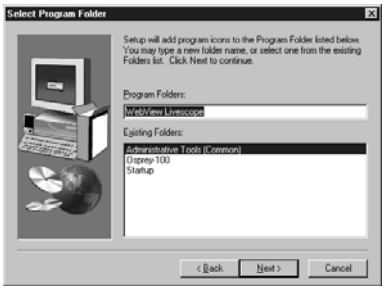
Click the [Install Manager] button in the main screen to launch the manager installer. Then click the [Next] button.

2

Choose Destination Location
Setup will install WebView Livescope Manager in the following folder.
To install to this folder, click Next.
To install to a different folder, click Browse and select another folder.
You can choose not to install WebView Livescope Manager by clicking Cancel to exit Setup.
Destination Folder
D:\Program Files\Canon\WebView
Browse...
< Back
Next >
Cancel

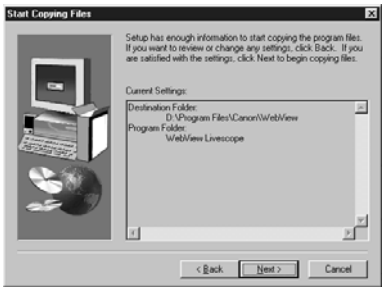
Specify the destination folder for the installation and click the [Next] button.

3


Select Program Folder
Setup will add program icons to the Program Folder listed below. You may type a new folder name, or select one from the existing Folders list. Click Next to continue.
Program Folders:
WebView Livescope
Existing Folders:
Administrative Tools (Common)
Osprey-100
Startup
< Back
Next >
Cancel

Specify the menu names to be registered in the [Start] button "Program Menu" and click the [Next] button.

4


Start Copying Files
Setup has enough information to start copying the program files. If you want to review or change any settings, click Back. If you are satisfied with the settings, click Next to begin copying files.
Current Settings:
Destination Folder:
D:\Program Files\Canon\WebView
Program Folder:
WebView Livescope
< Back
Next >
Cancel

Check the settings and selections made so far and then click the [Next] button. The installer then copies files and sets the registries.

5

Click the [Finish] button to complete the installation.

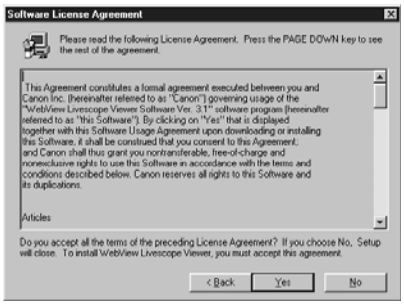
Caution **The camera server must be set up in order to perform remote maintenance (→ P.33).**

Installing the Viewer

1

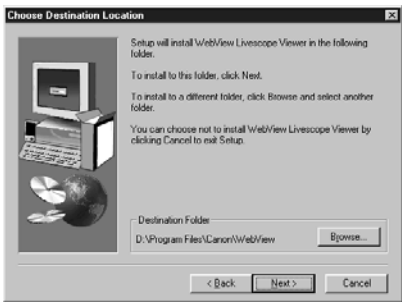
Click the [Install Viewer] button in the main screen to launch the viewer installer. Then click the [Next] button.

2


Software License Agreement
Please read the following License Agreement. Press the PAGE DOWN key to see the rest of the agreement.
This Agreement constitutes a formal agreement executed between you and Canon Inc. (hereinafter referred to as "Canon") governing usage of the "WebView Livescope Viewer Software Ver. 3.1" software program (hereinafter referred to as "this Software"). By clicking on "Yes" that is displayed together with this Software Usage Agreement upon downloading or installing this Software, it shall be construed that you consent to this Agreement; and Canon shall thus grant you nontransferable, free-of-charge and nonexclusive rights to use this Software in accordance with the terms and conditions described below. Canon reserves all rights to this Software and its duplications.
Articles
Do you accept all the terms of the preceding License Agreement? If you choose No, Setup will close. To install WebView Livescope Viewer, you must accept this agreement.
< Back
Yes
No

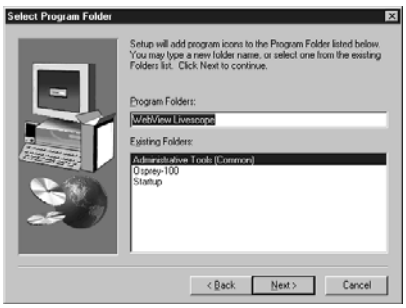
A dialog box appears asking you to agree to the software licensing agreement. Click the [Yes] button.
If an older version of WebView is already installed on the machine being used for the installation, a dialog box appears at this point asking whether you want to uninstall the old version. After uninstallation is finished, continue with the installation.

3


Choose Destination Location
Setup will install WebView Livescope Viewer in the following folder.
To install to this folder, click Next.
To install to a different folder, click Browse and select another folder.
You can choose not to install WebView Livescope Viewer by clicking Cancel to exit Setup.
Destination Folder
D:\Program Files\Canon\WebView
Browse...
< Back
Next >
Cancel

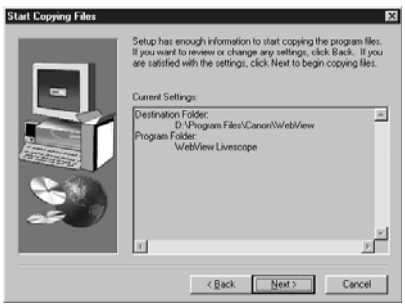
Specify the destination folder for the installation and click the [Next] button.

4


Select Program Folder
Setup will add program icons to the Program Folder listed below. You may type a new folder name, or select one from the existing Folders list. Click Next to continue.
Program Folders:
WebView Livescope
Existing Folders:
Administrative Tools (Common)
Osprey-100
Startup
< Back
Next >
Cancel

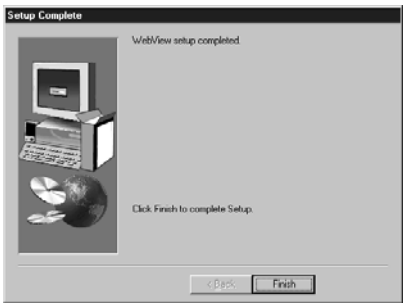
Specify the menu names to be registered in the [Start] button "Program Menu" and click the [Next] button.

5


Start Copying Files
Setup has enough information to start copying the program files. If you want to review or change any settings, click Back. If you are satisfied with the settings, click Next to begin copying files.
Current Settings:
Destination Folder:
D:\Program Files\Canon\WebView
Program Folder:
WebView Livescope
< Back
Next >
Cancel

Check the settings and selections made so far and then click the [Next] button. The installer then copies files and sets the registries.

6



Click the [Finish] button to complete the installation.

Starting Up and Shutting Down the Camera Server

Starting Up the Camera Server

When you switch on the computer on which the camera server software was installed, the camera server is automatically launched and the service begins.

Shutting Down the Camera Server

1. Press [Ctrl]+[Alt]+[Delete] and log in as an Administrator.
2. Select [Start]-[Shutdown].
3. Select "Shut down the computer?" and click the [Yes] button.
4. Check that the "It is now safe to turn off your computer." message is displayed and then switch off your computer.

Checking Camera Server Operation

After installation is completed, first check that the camera server is running normally. The simplest way to check this is by using a sample page.

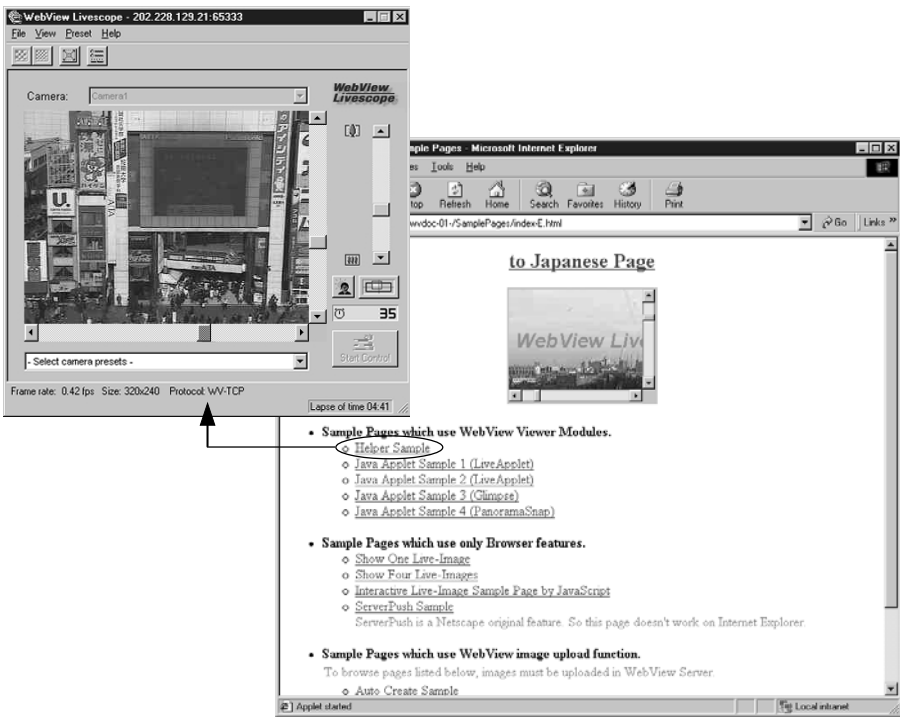
Checking Procedure

1 **Switch on the connected VC-C4 camera and the computer on which the camera server was installed.**
The camera server automatically launches and resets the connected camera. (The camera automatically returns to the "home" position.)

2 **Press [Ctrl]+[Alt]+[Delete] and log in as an Administrator.**
The Windows NT startup screen appears.

3 **From the [Start] menu, select [Programs]-[WebView Livescope]-[Home Page Sample].**
The WebView Livescope index page appears. Click "To Sample Page".

4 **Click "Helper Sample".**
If a video image appears, the software is running normally.


WebView Livescope - 202.228.129.21:65333
File View Preset Help
Camera:
WebView Livescope
- Select camera presets -
Frame rate: 0.42 fps Size: 320x240 Protocol: WV-TCP
Lapse of time 04:41
to Japanese Page
Sample Pages which use WebView Viewer Modules.
Helper Sample
Java Applet Sample 1 (LiveApplet)
Java Applet Sample 2 (LiveApplet)
Java Applet Sample 3 (Glimpse)
Java Applet Sample 4 (PanoramaSnap)
Sample Pages which use only Browser features.
Show One Live-Image
Show Four Live-Images
Interactive Live-Image Sample Page by JavaScript
ServerPush Sample
ServerPush is a Netscape original feature. So this page doesn't work on Internet Explorer.
Sample Pages which use WebView image upload function.
To browse pages listed below, images must be uploaded in WebView Server.
Auto Create Sample

Notes on Using the Software

This section provides some points to note and items to refer to when you are using WebView Livescope camera server software.

Connection distance between the camera server and the camera (VC-C4/VC-C4R/VC-C3/VC-C1 MK-II)

Use a cable no longer than 15 meters, as stipulated in the RS-232C standard. Successful operation cannot be guaranteed if a cable longer than 15 meters is used. (When using cascade connections, a cable no longer than 15 meters should be used to connect each camera. Refer to P.18 for information on cascade connections.)

When a WWW server is running on the same computer as the camera server

Use the WWW server function.
* For more information on using a proxy web server, refer to "Setting the Web Server Functions" on P.53.

For subjects not suited to auto focusing, such as night scenes or objects with no light-dark contrast, set the camera to "Far Fixed".

* For more information on the auto focus settings, see "Changing the Camera Settings" on P.38.

If the camera server is connected to the internet or an intranet, 1 fixed IP address is always required.

* Dynamic IP addresses using DHCP cannot be assigned.

Chapter 2

Camera Server Setting

This chapter describes how to specify the settings for the WebView Livescope camera server and how to manage the server and monitor its status.

Camera Server Setting

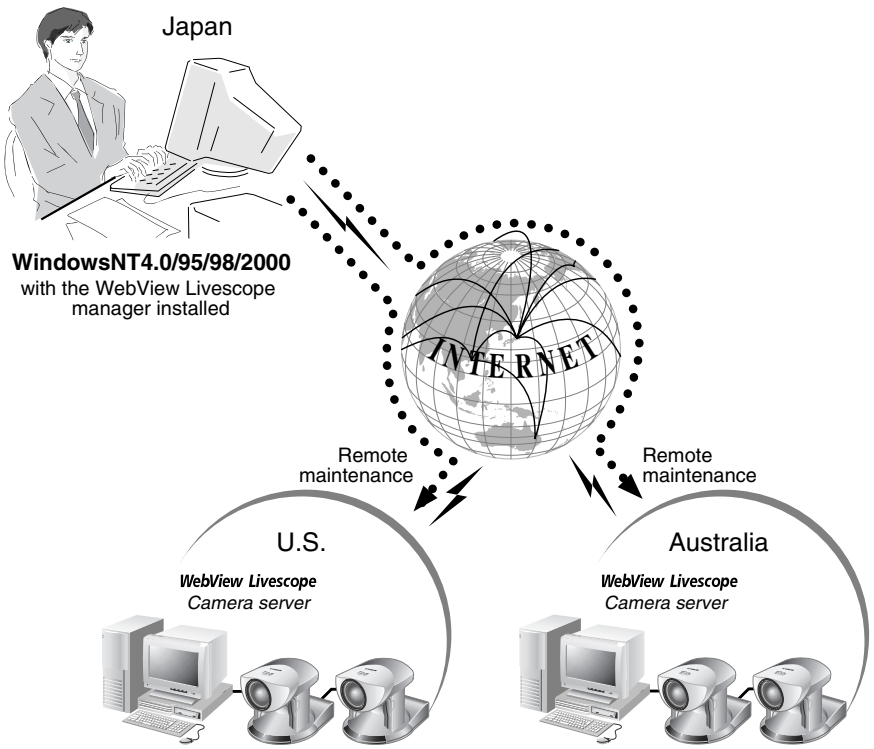
The camera server settings can be specified either on the computer on which the camera server software was installed (local maintenance) or by from a computer connected to the network (remote maintenance).

Using the Remote Maintenance Function to Set Up the Camera Server

The WebView Livescope manager can be used to change the camera server settings from a remote computer connected to the camera server via a network.

- To use the remote maintenance function to set up the camera server, the WebView Livescope manager program must be installed on the computer connected to the network (see P.20).
- The computer on which the manager program is installed must be running Windows 95, Windows 98, Windows NT 4.0 or Windows 2000 with IE 4.0 or later installed (see P.12).
- To use the remote maintenance function, the camera server must first be set up to allow remote maintenance.*
- Remote maintenance cannot be conducted across a firewall.

* For information on how to set up the camera server, see "Setting the Remote Maintenance Usage Conditions" on P.33.



Setting Up the Camera Server

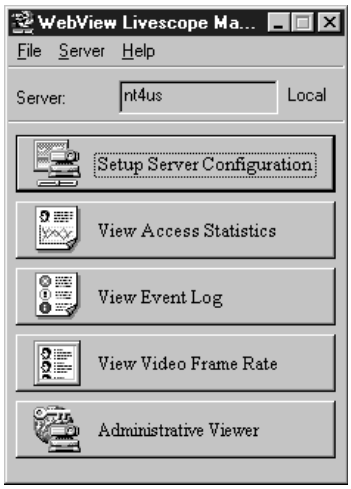
The settings for the camera server are specified from the WebView Livescope manager.
The WebView Livescope manager software is used to modify the WebView Livescope camera server settings and to view the log.
The WebView Livescope manager can also manage the camera server remotely.

Starting the WebView Livescope Manager

1 Switch on the connected camera and the computer on which the camera server is installed.

2 Press [Ctrl]+[Alt]+[Delete] and log in as an Administrator.
The Windows NT startup screen appears.

3 From the [Start] menu, select [Programs]-[WebView Livescope]-[Camera Server Setting].
The WebView Livescope manager screen appears.



Caution **The protocol used for remote maintenance is a dedicated protocol running on TCP. Consequently, it cannot penetrate firewalls.**

Starting the Administrative Viewer

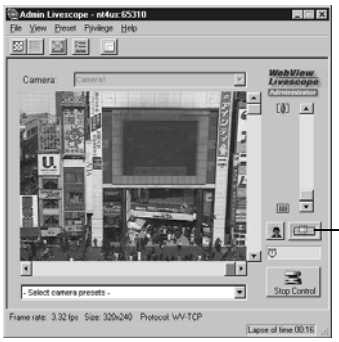
In the same way as the ordinary users views video, the manager viewer in the camera server can be used to view the camera video and to adjust the camera presets and video.
The manager viewer can also be used to control the camera when ordinary users are forbidden to control the camera.

1 Switch on the connected camera and the computer on which the camera server is installed.

2 Press [Ctrl]+[Alt]+[Delete] and log in as an Administrator.
The Windows NT startup screen appears.

3 From the [Start] menu, select [Programs]-[WebView Livescope]-[Camera Server Setting].
The WebView Livescope manager screen appears.
Click the [Administrative Viewer] button.

4 The administrative viewer screen appears.
* Refer to the "Viewer User's Manual" for information on using the viewer.



The manager viewer window is used to display video and control the camera. Click the [Start Control] button to be granted control privileges.

If you click the [Panorama window] button, a panorama image is displayed in a new window. The camera can be panned, tilted and zoomed by moving and changing the shape of the on-screen rectangle.
To display a panorama image, the panorama image must be photographed and stored (see P.42).

Caution

Administrator's Privileges

The administrative viewer has the following special privileges not available to ordinary viewers:

- **The administrative viewer has unlimited video connection time. After completing the setup, you should quit the manager viewer.**
- **When the administrative viewer acquires camera control privileges, it forcibly retains continued camera control even when a request for camera control privileges is received from an ordinary user. After completing camera server setup, you must quit the administrative viewer. Alternatively, you can click the control privileges button in the administrative viewer again to relinquish control privileges.**
- **When a view restrictions has been set on the camera server, the administrative viewer can control the camera beyond the specified field of view. However, during setup, note that ordinary viewers can also view the areas outside the specified field of view.**

Starting "Camera Server Setting"

In "Camera Server Setting", you can specify a range of camera control settings as well as settings for the video capture card and logs. However, additional cameras, changes to the video capture card type and remote maintenance settings can only be specified during local maintenance. These settings cannot be changed during remote maintenance.

1 Launch the WebView Livescope manager.
Click the [Setup Server Configuration] button.

2

The "[server name] (Local Server) Setup" window appears.
The current system configuration information is displayed in tree format.

Setting the Limits for Connection to the Camera Server

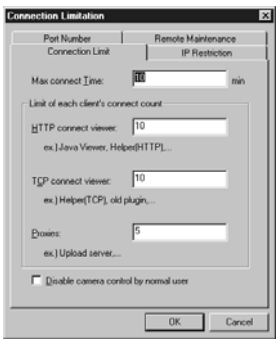
Under "Connection Setting", you can specify the settings for the connection limits, access privileges, port setup and remote maintenance.

Selecting the Settings

1

Display the "[server name] (Local Server) Setup" window and double-click "Connection Setting".

2

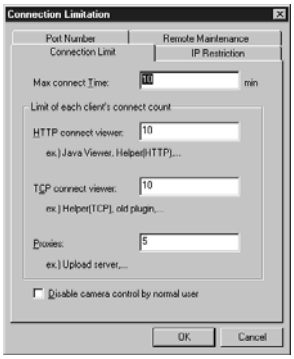


The "Connection Limitation" setup window appears.

Setting the connection limits

Selecting the Settings

1



In the "Connection Limitation" setup window, click the "Connection Limit" tab.

■ "Connection Limit" Settings

IMPORTANT

Item		Details	Default Value
Max connect Time		Specifies the number of minutes for which video clients can be connected to the WebView server. When the specified time is exceeded, the client is automatically disconnected. If "0" is specified as the connection time, there are no restrictions on the connection time.	10
Limit of each client's connect count	HTTP-connect viewer	Sets the limit on the number of viewers connected using the WebView-HTTP protocol. The limit can be set to any value between 0 and 100 clients.	10
	TCP-connect viewer	Sets the limit on the number of viewers connected using the WebView-TCP. The limit can be set to any value between 0 and 100 clients.	10
Proxies (distribution servers, etc.)		Sets the maximum number of connected video relay modules, such as distribution servers. The limit on the number of video relay modules can be set to any value between 0 and 20.	5
Disable camera control by normal user		Specifies whether ordinary viewers can control the camera. Putting a tick in the checkbox prevents ordinary clients from controlling the	No check

2 After you have changed the settings, click the [OK] button.
To discard the changes, click the [Cancel] button.

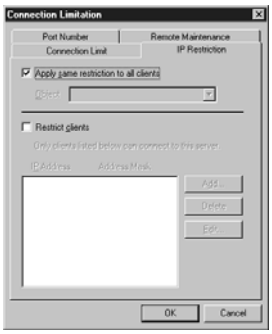
Caution **You cannot set a number of connected clients that exceeds 100 in total. The default settings for the maximum numbers of connections are 10, 10 and 5 respectively.**

Setting the Limits for Connection to the Camera Server

Setting the client access limitation

Selecting the Settings

1



In the "Connection Limitation" setup window, click the "IP Restriction" tab.

■ **"IP Restriction" Settings**

Item	Details	Default Value
Apply same restriction to all clients	Applies the same access restrictions to all HTTP-connected viewers, TCP-connected viewers and proxies.	ON
Object	When the "Apply same restriction to all clients" checkbox is not ticked, this setting specifies the clients to which limits apply. Limits can be applied individually to HTTP-connected viewers, TCP-connected viewers and proxies.	None
Restrict clients	Uses IP addresses to set the client access limits applied to clients. Putting a tick in this checkbox enables limits based on IP addresses.	OFF
IP Address	Sets the IP addresses to which connection is permitted. Up to 20 addresses can be specified. A typical specification format is "192.168.100.10".	None
Address Mask	Sets the valid bits for IP addresses to which connection is permitted. Bits for which "0" is specified as the mask are ignored during checking. ■ Example When a mask of 255.255.255.0 is set for IP address 192.168.100.0, connection is permitted to addresses 192.168.100.0 to 192.168.100.255.	None

2

To limit the clients, set the IP addresses and masks.

① Put a tick in the "Restrict clients" checkbox.
② Click the [Add] button.
③ Enter the IP address and mask.
④ Click the [OK] button.

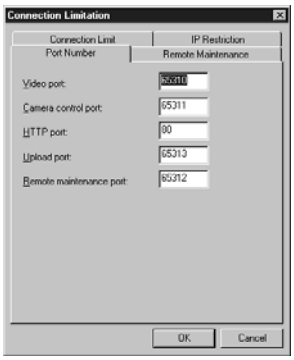
The specified IP address and mask appear on the list.

3 After you have changed the settings, click the [OK] button.
To discard the changes, click the [Cancel] button.

Setting the ports

Selecting the Settings

1



In the "Connection Limitation" setup window, click the "Port Number" tab.

■ "Port Number" Settings

Item	Details	Default Value
Video port	Sets the service port for the WebView-TCP video transmission protocol.	65310
Camera control port	Sets the service port for the WebView-TCP camera control protocol.	65311
HTTP port	Sets the service port for the WebView-HTTP video transmission protocol.	80
Upload port	Port used for running WebView-upload server still image storage tests.	65313
Remote maintenance port	Sets the service port for the WebView-TCP remote maintenance protocol. Note that this cannot be changed from a remote connection.	65312

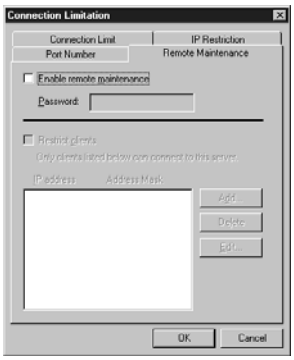
2 After you have changed the settings, click the [OK] button.
To discard the changes, click the [Cancel] button.

Setting the Limits for Connection to the Camera Server

Setting the Remote Maintenance Usage Conditions

Selecting the Settings

1



In the "Connection Limitation" setup window, click the "Remote Maintenance" tab.

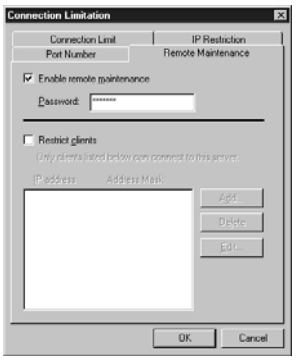
■ **"Remote Maintenance" Settings**

IMPORTANT

Item	Details	Default Value
Enable remote maintenance	Specifies whether maintenance functions from a remote computer can be used. If you place a tick in this checkbox, remote maintenance functions are permitted. When remote maintenance is permitted, the "Restrict clients" option is enabled.	OFF
Password	Sets the password used to authenticate the connection when the "Permit remote maintenance" checkbox is ticked.	None
Restrict clients	Uses IP addresses to set the client access limits applied to the WebView Livescope manager. Putting a tick in this checkbox enables client limits to be applied.	OFF
IP Address	Sets the IP addresses to which connection is permitted. Up to 20 addresses can be specified. A typical specification format is "192.168.100.10".	None
Address Mask	Sets the valid bits for IP addresses to which connection is permitted. Bits for which "0" is specified as the mask are ignored during checking.	None

2

IMPORTANT



To perform remote maintenance, put a tick in the "Enable remote maintenance" checkbox and set a password. This setting then allows camera operations to be managed from a remote computer.
Adding the "Restrict clients" setting means that remote maintenance can only be performed from a machine with one of the specified IP addresses.

3 After you have changed the settings, click the [OK] button.
To discard the changes, click the [Cancel] button.

Setting the Video Parameters

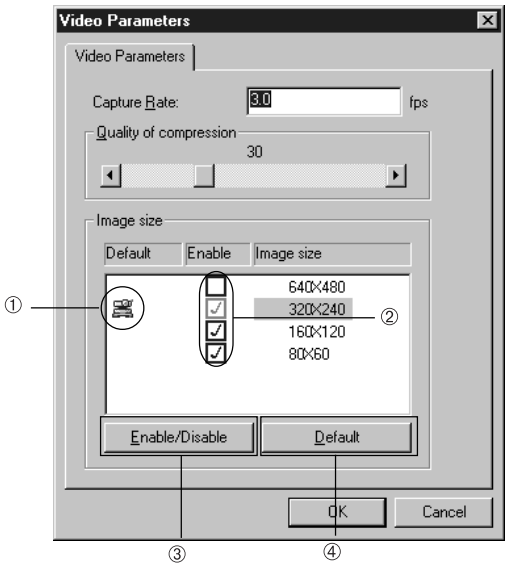
Under "Video parameters" you can set the quality and size of the image provided to clients.

Selecting the Settings

1

Display the "[server name] (Local Server) Setup" window and double-click "Video parameters".

2



The "Video Parameters" setup window appears.

The following icons and buttons are used to specify the video parameter settings:

① Default icon
Denotes that the default image size is selected. This setting can be changed by clicking the mouse in the "Default" area.

② Enable checkbox
When this checkbox is ticked, the image can be sent.

③ [Enable/Disable] button
When the image size is highlighted, this button can be used to select whether that image size can be sent.

④ [Default] button
When the image size is highlighted, this button resets the image size to the default image size.

Note

Selecting 640 × 480 increases the load on the camera server and network. Use this setting for internal LAN connections, etc. Note also that the default image size is the initial transmission size when the viewer was connected.

■ **"Video Parameters" Settings**

IMPORTANT

Item	Details	Default Value
Capture Rate	Sets the image capture rate. The capture rate can be set to any value between 0.1 and 30 fps (frames per second). Fractions up to 1 decimal place can be specified.	3.0fps
Quality of compression	Sets the JPEG compression quality. The quality can be set to any value between 1 and 99. Higher settings give better image quality but may reduce the video frame rate.	30
Default	Sets the default image size specified in the viewer when the viewer was launched. Four sizes can be selected: 640×480, 320×240, 160×120 and 80×60.	320×240
Enable	Sets the image size that can be sent to a client. Four sizes can be selected: 640×480, 320×240, 160×120 and 80×60. Putting a tick in the checkbox allows the corresponding image size to be sent. The Send image size option for the size specified in "Image size default" is automatically set to ON.	320×240 and below

3 After you have changed the settings, click the [OK] button.
To discard the changes, click the [Cancel] button.

Caution

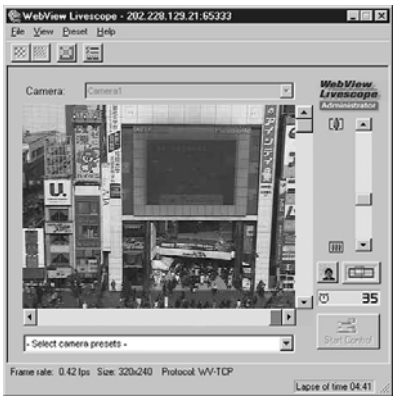
The frame rate at which the viewer receives the video varies depending on the performance of the computer and the network. Because the principal restriction is the image transmission speed, the frame rate may be slower than the capture rate. To increase the frame rate, reduce the compression quality or select a smaller image size.

Dynamic Video Parameter Modification

Under "Dynamic change of Video Parameters", you can check and modify the video image quality while viewing live video without restarting the camera server. The video can be checked using the administrative viewer.

Selecting the Settings

1

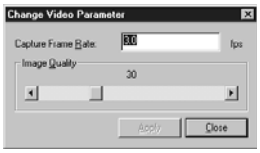


WebView In the WebView Livescope manager window, click the [Administrative Viewer] button to start up the administrative viewer.
* If you double-click "Dynamic change of Video Parameters" first, you cannot click the [Launch administrative viewer] button. Launch the viewer first and then click the [Dynamic change of Video parameters] button.

2

Next, click the [Setup Server Configuration] button in the WebView Livescope manager window.
The "[server name] (Local Server) Setup" window appears. Double-click "Dynamic change of Video parameters".

3



The "Dynamic change of Video Parameters" window appears. Change the desired settings and then click the [Apply] button.
The new settings are applied in realtime and can be checked on the viewer.

Changing the Capture Card Settings

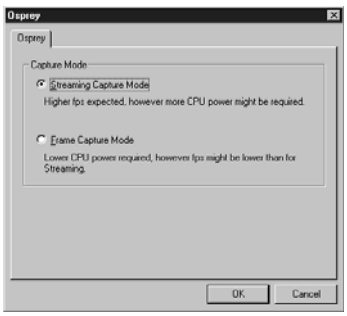
This option allows you to change the settings for your video capture card.

Selecting the Settings

1

If you display the "[server name] (Local Server) Setup" window and double-click "Capture Card", the window for the capture card currently being used appears.
Double-click the capture card name.

2



IMPORTANT

The setup window for your capture card appears. There are no settings for the current version of the **Meteor**, **Meteor-PPB and Meteor-II capture cards**. The screen shown at left is displayed for the **Osprey-100 capture card**. You can set the capture method in this screen.
"Streaming Capture Mode" generally provides a high frame rate but can place a high load on the computer's CPU. "Frame Capture Mode" avoids high loads on the CPU but does not generally provide as high a frame rate as streaming.
After you have changed the settings, click the [OK] button.
To discard the changes, click the [Cancel] button.

Caution

Using the Osprey-100

The default capture mode is "Streaming Capture Mode", but this may place a high load on the CPU when the frame rate is high (eg. 30 fps). In this event, change the setting to "Frame Capture Mode" or use a lower frame rate.

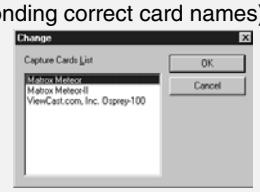
Note

You can change the type of card used to capture video (only possible in local maintenance).

① Click the capture card name and then click the [Change] button.
② Click the driver name to be used and then click the [OK] button.

Notation Correspondence (on-screen names and the corresponding correct card names)

On-screen Name	Correct Card Name
Matrox Meteor	Meteor, Meteor/PPB
Matrox Meteor-Ⅱ	Meteor-Ⅱ
ViewCast.com Inc. Osprey-100	Osprey-100



Note that the type of card can only be changed if the capture card driver is installed.

Changing the Camera Settings

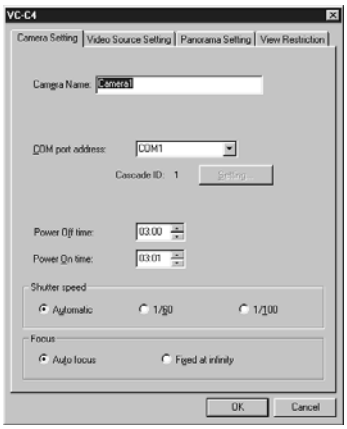
Under "Camera", you can specify the camera settings, video source settings, panorama settings and the field of view limits. Use the tabs to switch between the different.

Selecting the Settings

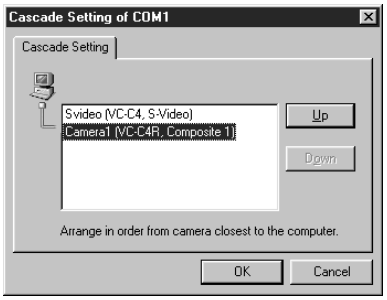
1

Display the "[server name] (Local Server) Setup" window and double-click "Camera". The screen for the camera you are currently using appears. Double-click the camera name.

2



The setup window for the current camera appears.



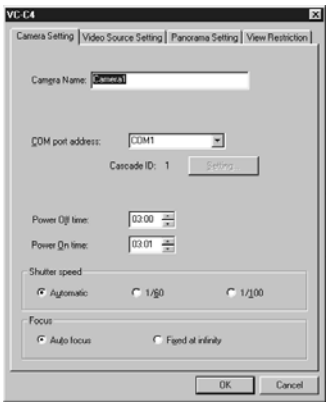
To change the order in which cameras connected using cascade connections are listed, click "Settings". Then, arrange the list so that the cameras are listed in order starting with the camera closest to the COM port of the camera server. For example, if you connect a VC-C4 camera that is connected to Composite terminal 2 to the COM 1 port of the camera server and then use a cascade connection to connect it to a VC-C4 camera that is connected to Composite terminal 1, they should be listed in the order: "VC-C4 connected to Composite terminal 2", "VC-C4 connected to Composite terminal 1" (P.18) .

Changing the Camera Settings

Changing "Camera setting"

Selecting the Settings

1



Display the setup window for the current camera and click the "Camera setting" tab.

■ "Camera setting" settings

Item	Details	Default Value
Camera Name	Sets the name of the camera being used.	Camera number
COM port address	Sets the serial port to which the camera is connected.	COM1
Wide convertor	Specifies whether a wide-angle lens is used on the current camera. A tick in the checkbox indicates that a wide-angle lens is being used.	None
Power Off time	Sets the time at which the camera is switched off. Because the auto-focusing may fail to work effectively if the camera is used for an extended period, the camera must be switched off at least once a day. Enter a time in the <hour>:<minute> format.	03:00
Power On time	Sets the time at which the camera is switched on. Because the autofocusing may fail to work effectively if the camera is used for an extended period, the camera must be switched off at least once a day. Enter a time in the <hour>:<minute> format.	03:01
Shutter speed	Sets the camera shutter speed. ■ VC-C3: Either Auto (1/60) or Auto (1/100) can be selected. ■ VC-C1 MK-II, VC-C4, VC-C4R:Either Auto, 1/60 or 1/100 can be selected. ■ NTSC: For PAL-version cameras, 1/60 is changed to 1/50 and 1/100 is changed to 1/120.	Auto
Focus	Placing a tick in the "Far Fixed" checkbox switches off the camera's autofocus feature and fixes the focus at infinity.	Autofocus

2 After you have changed the settings, click the [OK] button.
To discard the changes, click the [Cancel] button.

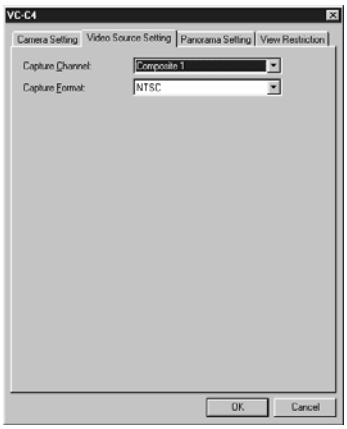
Caution **The Focus setting only functions on the VC-C3 and is not available on the VC-C1.**

Changing the image source

You can set the type of video input port and signal.

Selecting the Settings

1



Display the setup screen for the camera being used and click the "Video Source Setting" tab.

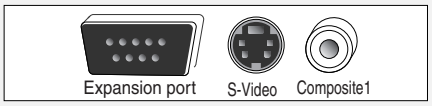
■ **"Video Source Setting" settings**

Item	Details	Default Value
Capture Channel	Sets the video input port	Composite1
Capture Format	Sets the type of video signal	NTSC

2 After you have changed the settings, click the [OK] button.
To discard the changes, click the [Cancel] button.

Caution **The number of video input ports and the ports that can be used concurrently for multiple input differ depending on the type of video capture board.**

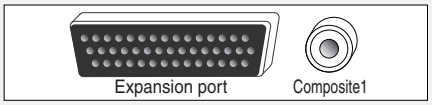
● **Meteor,Meteor/PPB**



The expansion port cables and colors are Composite 2 (red), Composite 3 (green), Composite 4 (blue) and Composite 5 (black).

Composite 1 and S-Video can be used. Optional cables can be used to add 4 more ports (Composite 2-5). However, Composite 1 and 2 cannot be used concurrently, nor can Composite 4 and S-Video.

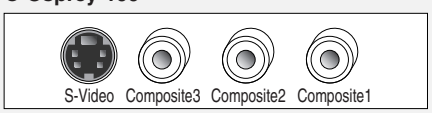
● **Meteor-II**



The expansion port cables and colors are Composite 2 (red), Composite 3 (green), Composite 4 (blue), Composite 5 (black), S-Video 1 (red/green) and S-Video 2 (blue/black)

Composite 1 can be used.
Optional cables can be used to add 6 more ports (Composite 2-5 and S-Video 1-2). However, Composite 1 and 2 cannot be used concurrently, nor can S-Video 1 and Composite 1-3 or S-Video 2 and Composite 4-5.

● **Osprey-100**



Composite 1-3 and S-Video can be used. Some models do not have a Composite 3 port.

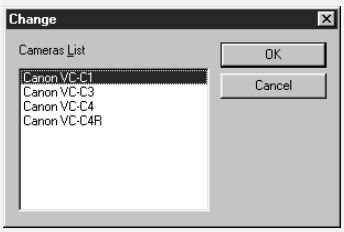
Adding Cameras

Note

In WebView Livescope, one camera server can control 4 cameras. (Changes can only be specified as part of local maintenance.)

Display the "[server name] (Local Server) Setup" window, select "Camera" and click the [Add] button. In the dialog box that appears, specify the camera to be added and click the [OK] button.

Changing the Camera Used



Display the "[server name] (Local Server) Setup" window, select "Camera" and click the [Change] button. In the dialog box that appears, specify the camera to which you want to change and click the [OK] button.

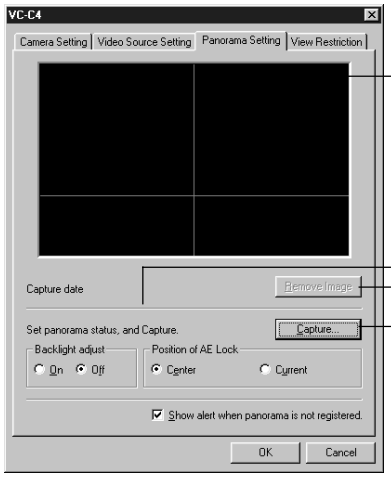
Selecting Panorama Images

The procedure below describes how to photograph a panorama image and how to specify the settings for panorama photography.

Selecting the Settings

1 Display the setup screen for the camera being used and click the "Panorama Setting" tab.

IMPORTANT



Displays the currently registered panorama image (blank if no image is registered).

Shows the date and time when the currently registered panorama image was shot.

Erases the currently registered panorama image.

Photographs a new panorama image.

■ "Panorama Setting" settings

Item	Details	Default Value
Back light adjust	Specifies whether backlight compensation is on or off when images are photographed.	Off
Position of AE Lock (VC-C4/VC-C4R /VC-C3)	Specifies whether the AE lock position when images are photographed is in the middle of the panorama image or in the initial camera position.	Center of the panorama image

2

Set the photography parameters and click the [Capture] button to take the picture.
The camera automatically photographs the entire field of view divided into 40 segments (VC-C4), 65 segments (VC-C4R), 21 segments (VC-C3) or 15 segments (VC-C1 MK-II).

3

When photography ends, click the [OK] button if you are happy with the photographed images.
Click the [Stop] button to interrupt photography. To start again, click the [Try again] button.
If you are not happy with the photographed images, you can repeat the procedure by clicking the [Try again] button. If you want to redo only one of the photographed images because, for instance, a subject in the field of view moved during photography, you can reshoot just that portion of the image by double-clicking in the frame for that shot.

4

Click the [OK] button.
To discard the settings, click the [Cancel] button.

Caution

Specify the panorama settings for each of the cameras used. If no panorama image is stored, a warning appears when the administrative viewer is launched and the panorama image display area in the viewer is completely black.
Panorama images should always be specified as they are extremely helpful when users are viewing video images.

Caution

The size of the panorama window on the viewer may differ from that shown above if field of view restrictions have been specified on the camera server.

Setting limits for the field of view

The field of view can be specified by setting limits on the camera pan, tilt and zoom ratio (angle of view).

Selecting the Settings

1

Display the setup screen for the camera being used and click the "View Restriction" tab.

■Visibility Range Limitation Settings

Item	Explanation	Default Setting
Visibility range limitation On	Specify whether or not to limit the camera's visibility range. You can limit the camera's visibility range by checking the checkbox. However even if you do not limit the camera's visibility range, the visibility range will be limited because the camera's movement range is restricted.	OFF
Pan	You can restrict the angles to which the camera can pan left and right. The angles to which camera movement is restricted vary depending on whether or not the wide-angle lens is being used.	Controllable range for each camera
Tilt	You can restrict the angles to which the camera can tilt up and down. The angles to which camera movement is restricted vary depending on whether or not the wide-angle lens is being used.	Controllable range for each camera
Zoom ratio (Field of view)	You can restrict the zoom field and the wide-angle field. The extent to which these fields can be restricted varies depending on whether or not the wide-angle lens is being used.	Controllable range for each camera

■Video Capture Range for Each Camera (approximate values)

VC-C4

Controllable range	Angle
Pan control range	-100° to 100°
Tilt control range	-30° to 90°
Zoom control range (with wide converter)	3.7° to 47° (4.6° to 61°)
Horizontal shooting range (with wide converter)	-124° to 124° (-131° to 131°)
Vertical shooting range (with wide converter)	-48° to 108° (-53° to 113°)

VC-C4R

Controllable range	Angle
Pan control range	-170° to 170°
Tilt control range	-90° to 10°
Zoom control range	3.7° to 47°
Horizontal shooting range	-180° to 180°
Vertical shooting range	-108° to 28°

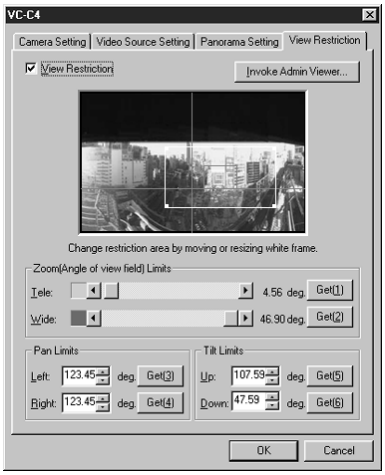
VC-C3

Controllable range	Angle
Pan control range	-90° to 90°
Tilt control range	-30° to 25°
Zoom control range (with wide converter)	4.8° to 48° (6.7° to 67°)
Horizontal shooting range (with wide converter)	-114° to 114° (-124° to 124°)
Vertical shooting range (with wide converter)	-48° to 43° (-55° to 50°)

VC-C1 MK-II

Controllable range	Angle
Pan control range	-50° to 50°
Tilt control range	-20° to 20°
Zoom control range (with wide converter)	6.1° to 46° (8.2° to 61°)
Horizontal shooting range (with wide converter)	-73° to 73° (-81° to 81°)
Vertical shooting range (with wide converter)	-37° to 37° (-45° to 45°)

2



① Put a tick in the "View Restriction" checkbox.

② Specify the angle of view limits for pan, tilt and zoom. You can set these values by entering numbers directly or by dragging the white rectangular frame on the panorama image to the desired position and shape. The green frame indicates the limits of the telephoto zoom angle of view and the red frame indicates the limits of the wide-angle angle of view.

③ After you have changed the settings, click the [OK] button.
To discard the settings, click the [Cancel] button.

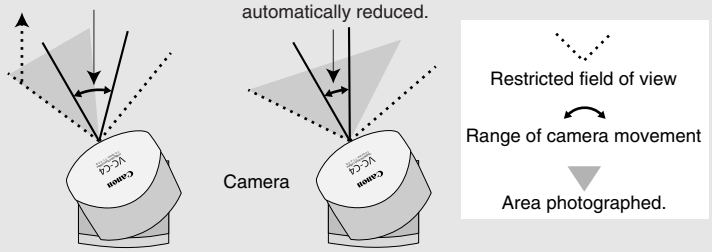
Note

View Restrictions

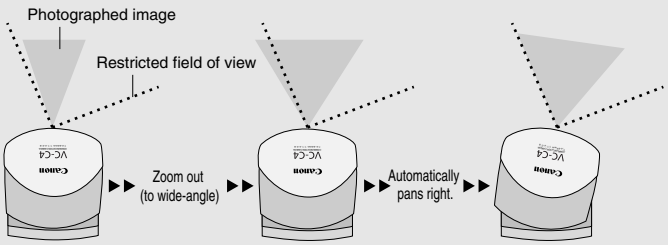
- **The limits on the angles of pan and tilt are imposed not by the camera's range of movement, but by the angle of the field of view. Consequently, the camera's range of movement narrows when the wide-angle limits in the zoom ratio (angle of view) adjustment are set wide.**

When you set limits on the field of view, the range of camera movement is automatically restricted.

When wide-angle is selected, the field of view will be exceeded if the camera's range of movement remains unchanged. Accordingly, the range of movement is automatically reduced.



Also, if the field of view for left pan is reduced, camera movement is restricted to prevent the area to the left from being photographed and, as a result, the camera direction automatically shifts to the right of center.



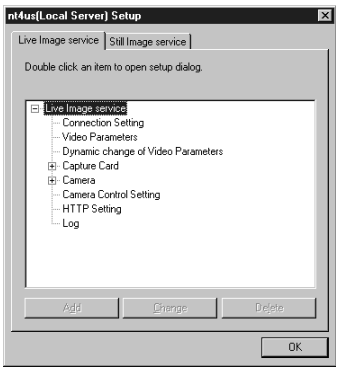
- **When the pan range is narrows, the range of zoom settings may also be reduced as a result. This is because the view restrictions for pan, tilt and zoom are controlled automatically.**

Changing the Camera Control Settings

Use the procedure below to set the camera control privileges and preset positions.

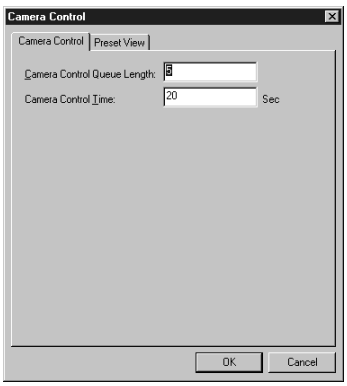
Selecting the Settings

1



Display the "[server name] (Local Server) Setup" window and double-click "Camera Control Setting".

2



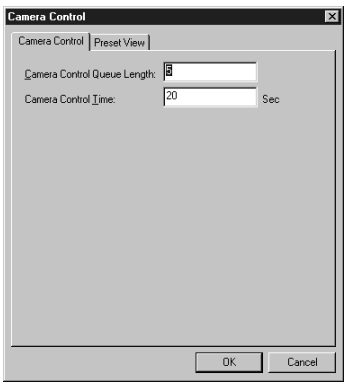
The "Camera Control" setup window appears.

Changing the Camera Control Settings

Setting the Camera Control Time

Selecting the Settings

1



In the "Camera Control" setup window, click the "Camera Control" tab.

IMPORTANT

■ "Camera Control" settings

Item	Details	Default Value
Camera Control Queue Length	Sets the number of people who hold the camera control privileges granted when clients control the camera. This parameter can be set to any number between 0 and 20.	5
Camera Control Time	Sets the time for which a client who has been granted control privileges has exclusive access to the camera. The exclusive control time can be set to any value between 0 and 3600 seconds.	20

2 After you have changed the settings, click the [OK] button.
To discard the settings, click the [Cancel] button.

Note

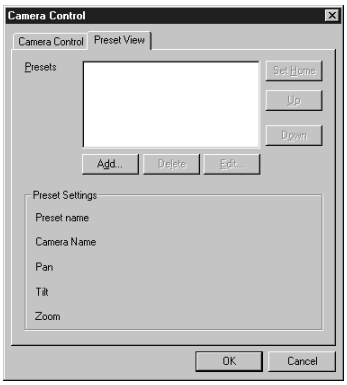
If the camera is controlled via the internet, the exclusive control time should be lengthened somewhat (eg. 40 seconds).

Setting Camera Display Positions (Preset Positions)

Camera positions can be specified and stored in a catalog format. Simply by selecting the specified preset position data, a client can view the video image intended by the sender. Because any name can be assigned to a preset position, you can name and store a preset position in a way that clearly identifies the particular angle you want to show to the client.

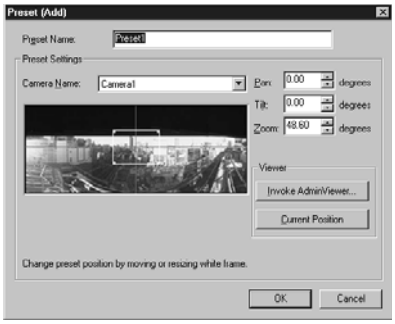
Selecting the Settings

1



In the "Camera Control" setup window, click the "Preset View" tab.
When you click the [Add] button, the "Preset (Add)" window appears.

2



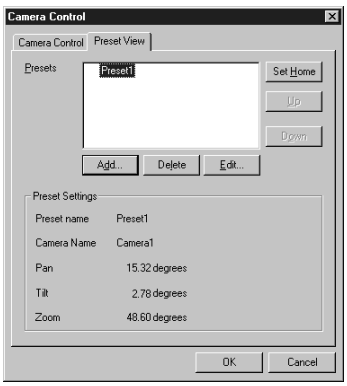
① Enter the name of the preset position.

② In the Camera field, select the camera (when 2 cameras or more are connected).
When 2 cameras or more are to be used, you can enter and set the preset name for each of the cameras.

③ Set the camera angles and zoom settings. You can set these values by entering numbers directly or by dragging the white rectangular frame on the panorama image to the desired position and shape.

After you have changed the settings, click the [OK] button.

3

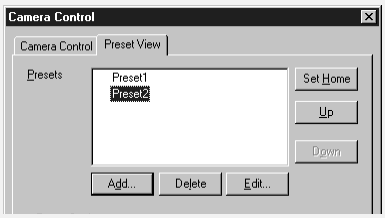


The preset data appears on the list.
You can reorder the presets using the [Up] and [Down] buttons. Up to 10 preset positions can be stored at one time.

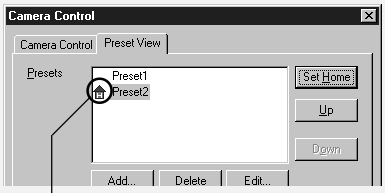
Note

To set the home position

Use the procedure below to set the position to which the camera moves when nobody holds camera control privileges.



① In the "Camera Control" setup window, click the "Preset View" tab.
② Click the name of the preset position you want to select as the home position.



③ Click the [Set Home] button.

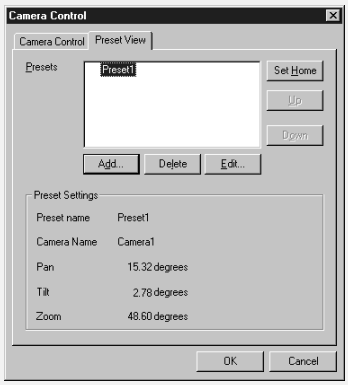
Preset selected as "Home".

Note

To set a preset position while viewing the video

You can launch the viewer and specify preset position while you are watching the actual video image.

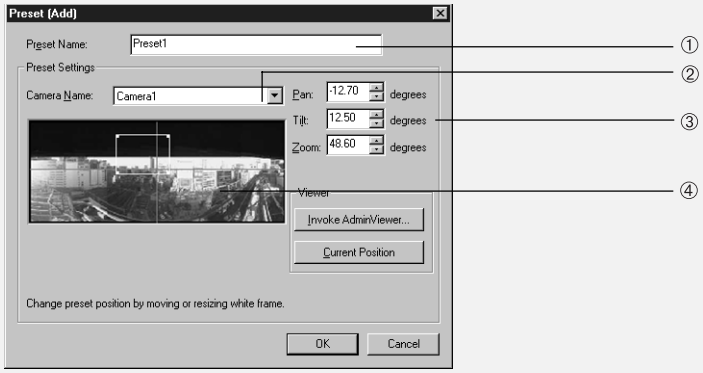
1



In the "Camera Control" setup window, click the "Preset View" tab.

2

When you double-click the name of the preset you want to set or click the [Edit] button, a window appears in which you can set the camera position and zoom settings using either the panorama image or numbers.



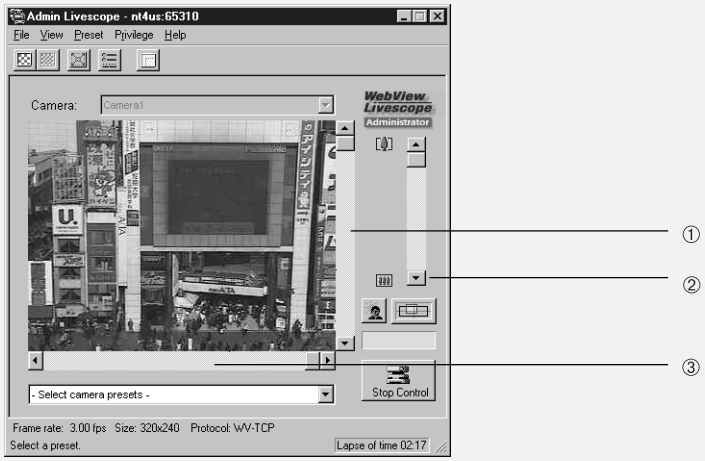
① **Preset name**
Use this field to change the preset name.

② **Camera name**
Select the camera for which the preset is to be specified.

③ **"Pan", "Tilt" and "Zoom"**
Type in numbers or use the up and down arrows to set the respective settings for the preset position.

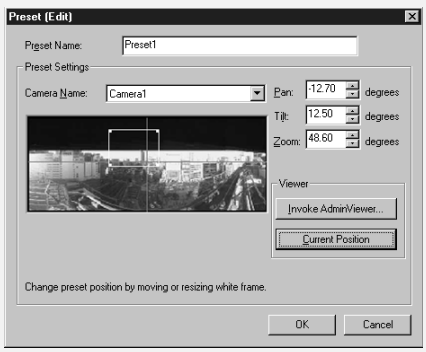
④ **You can also specify the preset settings visually by dragging the white rectangular frame on the panorama image to the desired position and size. You can drag the frame to any position and shape.**

3 **When you click the [Adminstrative Viewer] button, the administrative viewer window appears. The position and zoom settings of the camera used for monitoring by the viewer can be used as a preset position.**
Click the [Start Control] button to acquire camera control privileges and move the camera to the position you want to set.



① **Tilt scroll bar**
Changes the camera tilt (up/down).
③ **Zoom scroll bar**
Changes the camera's zoom ratio.
③ **Pan scroll bar**
Changes the camera pan (left/right).

4



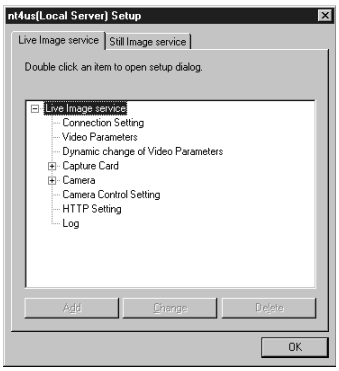
Click the [Current Position] button. The specified camera position and zoom settings are automatically set. Click the [OK] button.

Setting the WWW server function

Under "HTTP", you can set the web server functions.

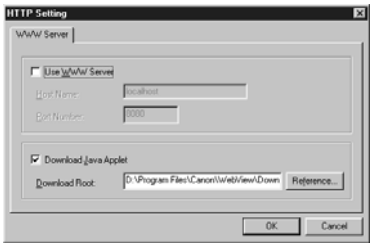
Selecting the Settings

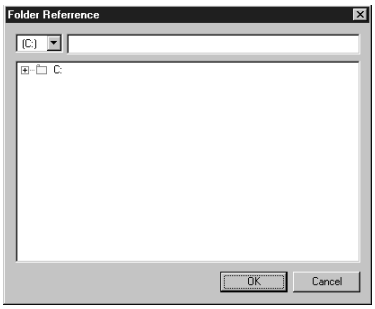
1



Display the "[server name] (Local Server) Setup" window and double-click "HTTP Setting".

2





The "HTTP Setting" setup window appears.

To change the download folder:

① Tick the "Download Java Applet" checkbox.

② Click the [Reference] button.

③ Select the download folder.

④ Click the [OK] button.

The specified download folder is displayed.

* The [Reference] button cannot be used via a remote connection. Enter the folder name directly.

■ **"HTTP Setup" Settings**

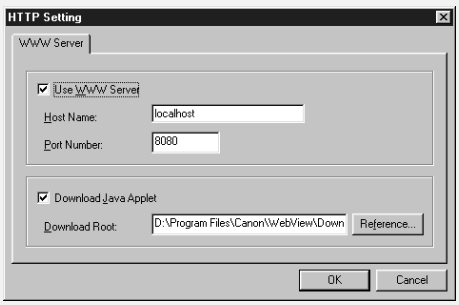
Item	Details	Default Value
Use WWW Server	Specifies whether to use the proxy web server function. The proxy web server functions can be used when this checkbox is ticked.	OFF
Host Name	Sets the name of the web server host used as the proxy web server.	localhost
Port Number	Sets the port number for the web server host used as the proxy web server.	8080
Download Java Applet	Specifies whether the Java viewer and sample pages are downloaded from the HTTP conversion server. If you place a tick in the checkbox, the Java viewer can be downloaded. If the checkbox is not ticked, the Java viewer cannot be supplied to the client.	ON
Download Root	Sets the directory path used to store Java applets, etc. This folder stores the Java viewer and other original Java applets and sample pages.	<WebView installation path\Download Root>*

* The default is C:\Program Files\Canon\WebView\DownloadRoot

Note

WWW Server Function

When you want to run the WebView Livescope camera server and web server on the same computer, set up the web server as a <proxy web server>.



Setting the web server as a <proxy web server> allows the web server functions to be used from the WebView-HTTP video protocol service port (default: 80).
Tick the "Use WWW Server" checkbox, enter the web server host name in the "Host name" field, and set the web server port number to a number other than 80 (8080, etc.).

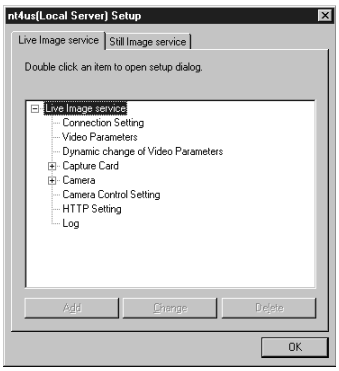
3 Change the settings and then click the [OK] button.
To discard the settings, click the [Cancel] button.

Changing the Log File Settings

Use the procedure below to collect the "TCP video", HTTP video", "Camera control" and "Remote maintenance server" access logs.

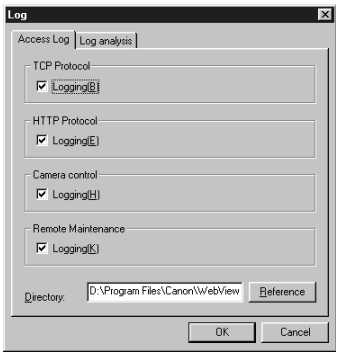
Selecting the Settings

1



Display the "[server name] (Local Server) Setup" window and double-click "Log".

2



IMPORTANT

The "Access Log" setup window appears.
Place a tick in the access logs to be collected and specify the access log storage location in the "Directory" field.
* The "Directory" cannot be specified remotely.

■ **"Log" Settings**

Item	Details	Default Value
TCP Protocol	Specifies whether the TCP video server log is collected. When this checkbox is ticked, the log can be collected. If you collect the log, you must specify the access log storage location.	ON
HTTP Protocol	Specifies whether the HTTP video server log is collected. When this checkbox is ticked, the log can be collected. If you collect the log, you must specify the access log storage location.	ON
Camera control	Specifies whether the camera control server log is collected. When this checkbox is ticked, the log can be collected. If you collect the log, you must specify the access log storage location.	ON
Remote Maintenance	Specifies whether the remote maintenance server log is collected. When this checkbox is ticked, the log can be collected. If you collect the log, you must specify the access log storage location. However, the remote maintenance log cannot be changed via a remote connection.	ON
Directory	Specifies the folder created for the log files.	<WebView installation path\log>*

* The default path is C:\Program Files\Canon\WebView\Sys\log

3

IMPORTANT

Click the "Log analysis" tab. In this tab, you can change the authentication setting for the access log analysis tool (see P.63).

Tick the "Enable access from browser" checkbox and set the password. This allows the access log analysis URL (http://192.168.100.10*/-wvdoc-01-/As) to be accessed directly from the browser and access log analysis to be performed.

* Example When the camera server IP address is set to 192.168.100.10.

4

After you have changed the settings, click the [OK] button.
To discard the settings, click the [Cancel] button.

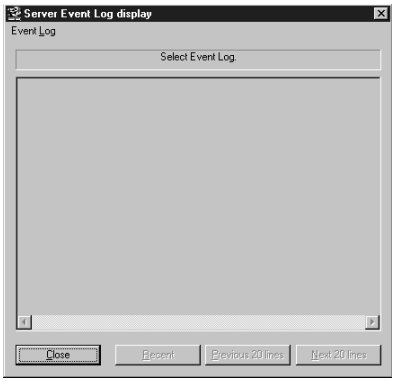
Viewing the Event Log

Use the procedure below to view the event log of the computer running the camera server. Viewing this log shows you the status of the computer running the camera server.

Selecting the Settings

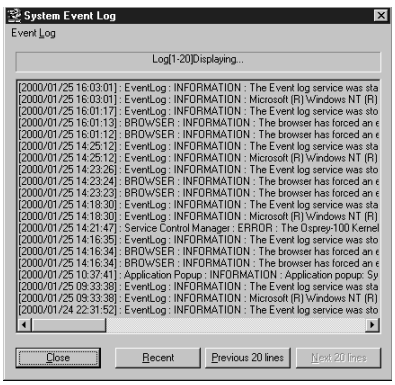
1 Select [Start]-[Programs]-[WebView Livescope]-[Camera server setting]. The WebView Livescope manager window appears.
Click the [View Event Log] button.

2



The "Server Event Log display" window appears. Click the "Event log" menu and select the event log you want to view.

3


System Event Log
Event Log
Log[1-20]Displaying...
[2000/01/25 16:03:01] : EventLog : INFORMATION : The Event log service was sta
[2000/01/25 16:03:01] : EventLog : INFORMATION : Microsoft (R) Windows NT (R)
[2000/01/25 16:01:17] : EventLog : INFORMATION : The Event log service was sto
[2000/01/25 16:01:13] : BROWSER : INFORMATION : The browser has forced an e
[2000/01/25 16:01:12] : BROWSER : INFORMATION : The browser has forced an e
[2000/01/25 14:25:12] : EventLog : INFORMATION : The Event log service was sta
[2000/01/25 14:25:12] : EventLog : INFORMATION : Microsoft (R) Windows NT (R)
[2000/01/25 14:23:26] : EventLog : INFORMATION : The Event log service was sto
[2000/01/25 14:23:24] : BROWSER : INFORMATION : The browser has forced an e
[2000/01/25 14:23:23] : BROWSER : INFORMATION : The browser has forced an e
[2000/01/25 14:18:30] : EventLog : INFORMATION : The Event log service was sta
[2000/01/25 14:18:30] : EventLog : INFORMATION : Microsoft (R) Windows NT (R)
[2000/01/25 14:21:47] : Service Control Manager : ERROR : The Osprey-100 Kernel
[2000/01/25 14:16:35] : EventLog : INFORMATION : The Event log service was sto
[2000/01/25 14:16:34] : BROWSER : INFORMATION : The browser has forced an e
[2000/01/25 14:16:34] : BROWSER : INFORMATION : The browser has forced an e
[2000/01/25 10:37:41] : Application Popup : INFORMATION : Application popup: Sy
[2000/01/25 09:33:38] : EventLog : INFORMATION : The Event log service was sta
[2000/01/25 09:33:38] : EventLog : INFORMATION : Microsoft (R) Windows NT (R)
[2000/01/24 22:31:52] : EventLog : INFORMATION : The Event log service was sto
Close
Recent
Previous 20 lines
Next 20 lines

The selected event log is displayed.

Note

Displaying Event Logs

Each event log screen shows 20 records.
If the log contains more than 20 records, you can view other screens by clicking the [Previous 20 lines] or [Next 20 lines] button.
To view the most recent event log, click the [Recent] button.

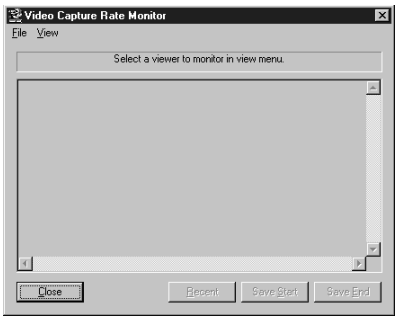
Viewing the Video Frame Rate

Use the procedure below to view the frame rate for video received by connected clients. You can select and view the WebView-HTTP protocol (Java viewer and helper viewer) or WebView-TCP protocol (helper viewer).

Selecting the Settings

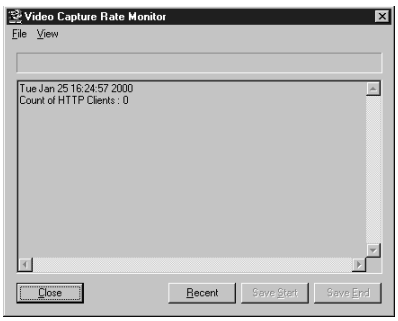
1 Select [Start]-[Programs]-[WebView Livescope]-[Camera Server Setting]. The WebView Livescope manager window appears.
Click the [View Video Frame Rate] button.

2



The "Video Capture Rate monitor" window appears. Select the viewer to be displayed from the View menu.

3



The video display status for the select viewer is displayed.

The displayed data is as follows:

- Date of monitoring
- Number of connected clients
- Connected client name: Image size: Quality: Frame rate

Note

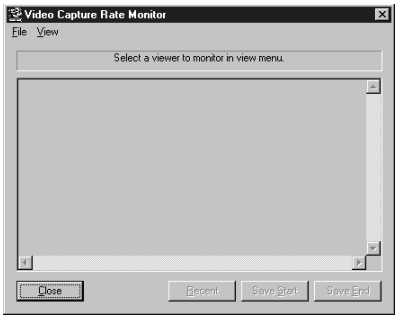
Updating the displayed information

Clicking the [Recent] button updates the displayed information to reflect the most recent status.

Automatically Updating or Saving the Displayed Data

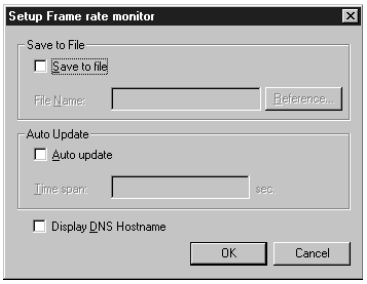
Selecting the Settings

1



The "Video Capture Rate Monitor" window appears.

2



Select [File]-[Config].

■ "Setup Frame rate monitor" settings

Item	Details	Default Value
Save to File	Saves the displayed frame rate to a file. When this checkbox is ticked, the displayed frame rate can be saved to a file. If the Save to file option is selected, the [Begin save] and [End save] buttons in the "Frame rate monitor" window are enabled.	OFF
Auto Update	Automatically updates the displayed frame rate to reflect the latest information. When this checkbox is ticked, the frame rate is automatically updated to the latest information. The updating interval can be set to any value between 10 and 3600 seconds.	OFF
Display DNS Hostname	Changes the list of clients from IP addresses to DNS hosts. However, some hosts may not be displayed if the DNS settings are incorrect. This display format may also require more time.	OFF

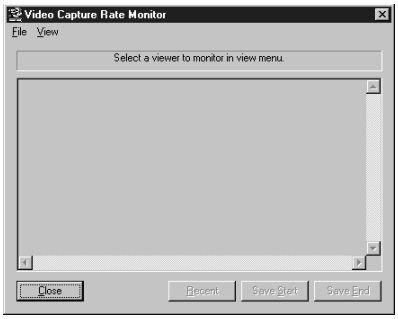
3 After you have changed the settings, click the [OK] button.
To discard the settings, click the [Cancel] button.

Automatically Updating or Saving the Displayed Data

Saving the Frame Rate Monitor Details to a File

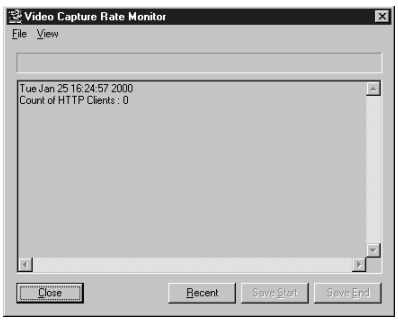
Selecting the Settings

1



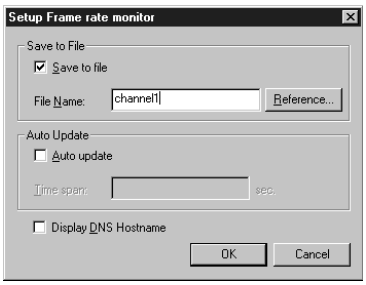
The "Video Capture Rate Monitor" window appears.
Click "View" and select the viewer to be displayed.

2



The video display status for the selected viewer is displayed. Select [File]-[Config].

3



Tick the "Save to file" checkbox and specify a file name.
If you select "Auto update", the frame rate is saved to the file at set intervals. If "Auto update" is not selected, the frame rate is saved to the file each time you click "Recent" in the "Video Capture Rate Monitor" window.

4 Click the [OK] button and then click the [Save Start] button.
From that point, the monitor data is saved to the file. Filing ends when you click the [Save End] button or [Close] button.

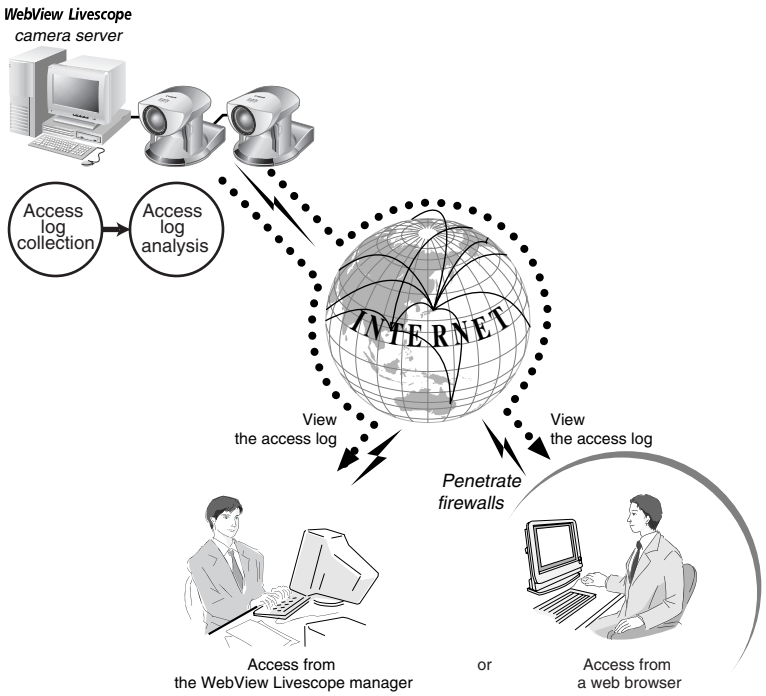
Chapter 3

Access Log Analysis Tools

This chapter describes how to set up and view the access log analysis tools that are used to analyze how users utilize the information distributed using WebView Livescope.

Access Log Analysis Tools

The access log analysis tools analyze the access log data stored by the camera server and then show the statistics for past viewer access to the camera server in the form of graphs or tables. The administrator can use these tools to quickly and easily ascertain the user access status. Access log analysis can be viewed not only from the camera server machine and other machines Livescope manager is installed, but also from password-protected web browsers. This enables the administrator to obtain access statistics in a wide range of situations.



Caution

- **To analyze the access logs, the camera server must first be set up to collect the access logs. See P.54 for setup information.**
- **The web browsers listed below that run JavaScript and Java must be installed on the machine used to view the analysis results.**

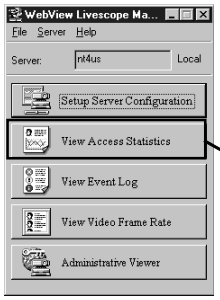
  Recommended browsers:
  Netscape Navigator or Communicator 4.5 or later
  Internet Explorer 4.01 or later

- **To access the logs directly from a web browser, you must first set the permission and a password on the camera server. See P.55 for setup information.**

Using the Access Log Analysis Tools

Accessing the Access Log Analysis Tools

Access from the WebView Livescope manager



From the WebView Livescope manager window, click the [View Access Statistics] button. The web browser starts up and the page for viewing the access log analysis appears.

Access from a web browser

Log access from the WebView Livescope manager described above cannot penetrate firewalls. To penetrate firewalls, use the following access procedure.

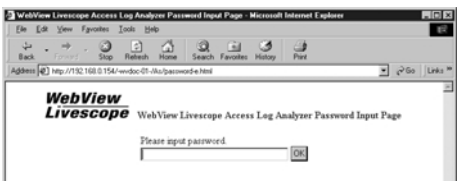
1

Launch the web browser and type in the URL of the camera server with the access log analysis tools installed to access the analysis. The URL should look like this:

http://192.168.100.10*/-wvdoc-01-/As

* The underscored portion is a sample IP address. Enter the actual camera server IP address. Also, if the camera server's HTTP server port number is 80, only the camera server host name is required.If not, you must include the **camera server host port number (eg. 192.168.100.10: 8080)**.

2



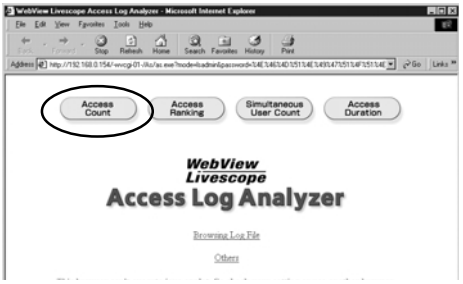
In the displayed page, enter the password set in the WebView manager and click the [OK] button.
The page for viewing the access log analysis appears.

"Access Count" Analysis

In the specified period, data is collected on the number of times clients have accessed the camera server. You can select any of 4 formats for data display: calendar, graph, table or CSV.

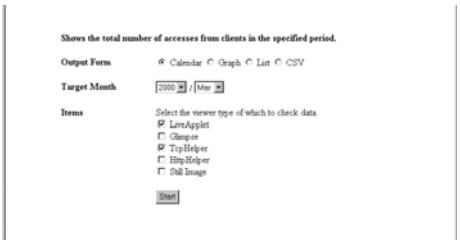
Selecting the Settings

1



Click the [Access Count] button.

2

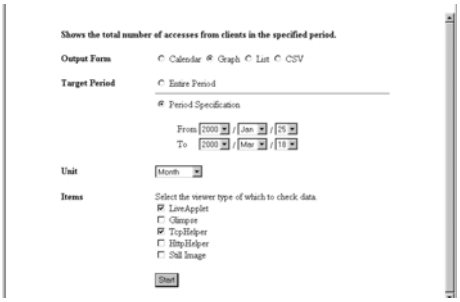


The window for setting the "Access count" analysis conditions appears. If you select "Calendar" as the "Output Form", a setup window of the type shown at left is displayed.

- "Target Month" Select the month you want to view.
- "Items" Tick the checkboxes for the desired viewer types used by clients to access the server (multiple types can be selected).

After you have selected the settings, click the [Start] button.

3



If you select an option other than "Calendar", a setup window of the type shown at left is displayed.

- "Target Period" Select the entire period for which the access logs have been collected or the period you want to view.
- "Unit" Select "Month", "Week", "Day", "Hour", "Per week" or "Per hour" as the period for data tabulation.
- "Items" As for [2] above.

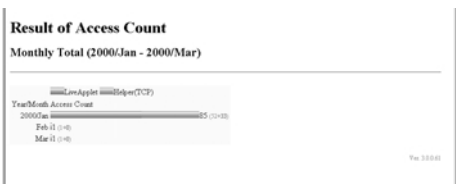
After you have selected the settings, click the [Start] button.

Sample Displays

● Calendar format

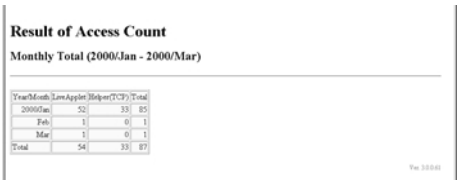
The access counts for each day in the specified month are displayed in calendar format, along with the total and average access counts by week and by each day of the week. Each of the days in the calendar is a link and displays the hourly access count for that day when clicked.

● Graph format



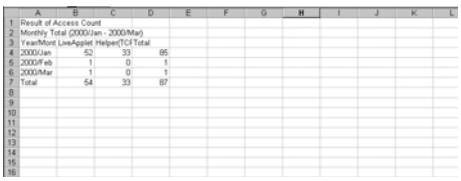
This format shows the access counts for the selected tabulation units in the specified period in the form of a bar chart.

● Table format


Result of Access Count
Monthly Total (2000/Jan - 2000/Mar)
Year/Month LiveApplet Helper(TCP) Total
2000/Jan 52 33 85
Feb 1 0 1
Mar 1 0 1
Total 54 33 87

This format shows the access counts for the selected tabulation units in the specified period as a table.

● CSV format


Result of Access Count
Monthly Total (2000/Jan - 2000/Mar)
Year/Mont LiveApplet Helper(TCI Total
2000/Jan 52 33 85
2000/Feb 1 0 1
2000/Mar 1 0 1
Total 54 33 87

This format automatically analyzes and downloads the access counts for the selected tabulation units in the specified period as a CSV file.
(The sample screen shown is from Internet Explorer + Microsoft Excel. See P.74.)

"Access Ranking" Analysis

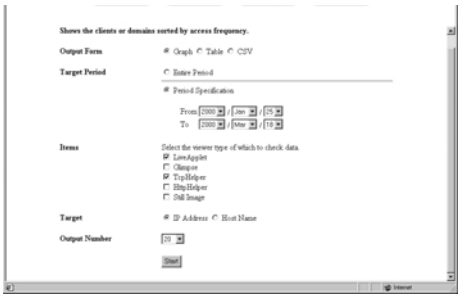
This option tabulates and displays data showing which users or domains have accessed the system and the frequency of access by those users or domains. The information can be displayed in graph, table or CSV format.

Selecting the Settings

1

Click the [Access Ranking] button.

2



The window for setting the "Ranking" analysis conditions appears.

- "Output Form" Select graph, table or CSV as the display format.
- "Target Period" Select the entire period for which the access logs have been collected or the period you want to view.
- "Items" Tick the checkboxes for the desired viewer types used by clients to access the server (multiple types can be selected).
- "Target" Select whether the data is displayed by IP Address or by Host Name.
- "Output Number" Specify 20, 50, 100 or 200 as the number of records displayed.

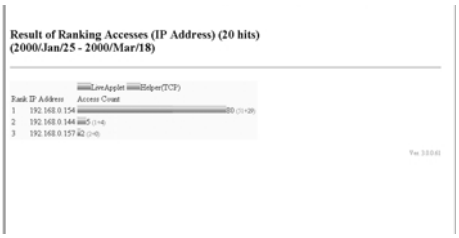
After you have selected the settings, click the [Start] button.

Note

If you select "Host name" as the "Target" option, the host names are obtained by working back to extract the DNS from the IP address. For some IP addresses, this procedure can be very time-consuming. The progress is displayed during this extraction procedure and the process can be cancelled by clicking the [Stop] button.

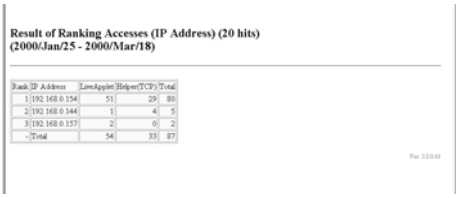
Sample Displays

● Graph format



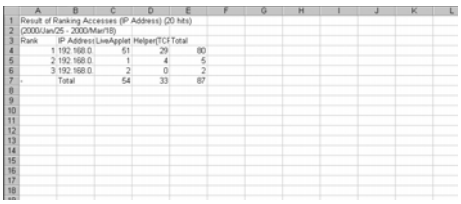
This format shows the access count ranking for the selected output records in the specified period in the form of a bar chart.

● Table format



This format shows the access count ranking for the selected output records in the specified period as a table.

● CSV format


Result of Ranking Accesses (IP Address) (20 hits)
(2000/Jan/25 - 2000/Mar/18)
Rank IP Address LiveApplet Helper(TCP Total
1 192.168.0. 51 29 80
2 192.168.0. 1 4 5
3 192.168.0. 2 0 2
- Total 54 33 87

This format analyzes and automatically downloads the access count ranking for the selected output records in the specified period as a CSV file.
(The sample screen shown is from Internet Explorer + Microsoft Excel. See P.74.)

Caution

For users connected via a proxy server who use the WebView-HTTP protocol (the Java viewer or helper viewer), the IP address of the proxy host is displayed in the access ranking.
For users using the WebView-TCP protocol (helper viewer only), the IP address of the machine on which the viewer is directly running is displayed in the access ranking.

"Simultaneous User Count" Analysis

This option tabulates and displays the number of clients connected concurrently. This data can be displayed in graph or CSV format.

Selecting the Settings

1

Click the [Simultaneous User Count] button.

2

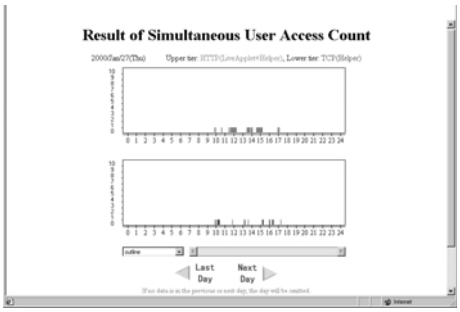
The window for setting the "Simultaneous User Count" analysis conditions appears.

- "Output Form" Select graph or CSV as the display format.
- "Target Date" Select the date you want to view.

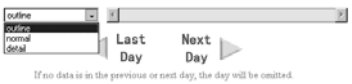
After you have selected the settings, click the [Start] button.

Sample Displays

● Graph format



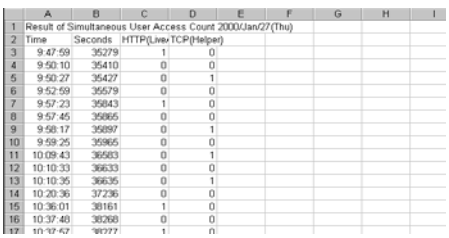
This format shows the hourly shifts in the number of concurrent connections for the specified date. The upper chart shows the number of concurrent connections for HTTP clients (Java viewers or helper viewers connected via HTTP), and the lower chart shows the number of concurrent connections for TCP clients (helper viewers connected via TCP).



You can use the selection box below the graphs to change the display settings along the time axis. You can also select any of the following 3 levels for the time axis display.

outline: Shows 1 day (24 hours).
normal: Shows roughly 3 hours. The scroll bar can be used to shift the time axis.
Detail: Shows roughly 1 hour. The scroll bar can be used to shift the time axis.

● CSV format



	A	B	C	D	E	F	G	H	I
1	Result of Simultaneous User Access Count 2000/Jan/27(Thu)								
2	Time	Seconds	HTTP(Live	TCP(Helper)					
3	9:47:59	35279	1	0					
4	9:50:10	35410	0	0					
5	9:50:27	35427	0	1					
6	9:52:59	35579	0	0					
7	9:57:23	35843	1	0					
8	9:57:45	35865	0	0					
9	9:58:17	35897	0	1					
10	9:59:25	35965	0	0					
11	10:09:43	36583	0	1					
12	10:10:33	36633	0	0					
13	10:10:35	36635	0	1					
14	10:20:36	37236	0	0					
15	10:36:01	38161	1	0					
16	10:37:48	38268	0	0					
17	10:37:52	38277	1	0					

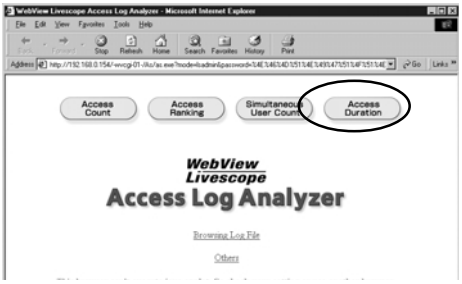
This format analyzes the hourly shifts in the number of concurrent connections for the specified date and automatically downloads the analysis as a CSV file.
(The sample screen shown is from Internet Explorer + Microsoft Excel. See P.74.)

"Access Duration" Analysis

This option tabulates and displays information on the continuous connection time for each connection. The results can be displayed in graph, table or CSV format.

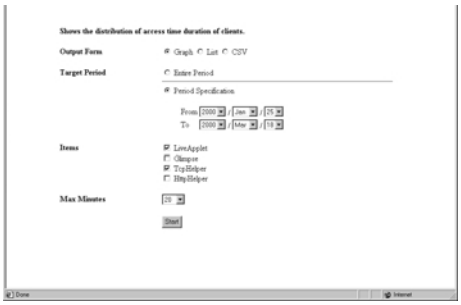
Selecting the Settings

1



Click the [Access Duration] button.

2



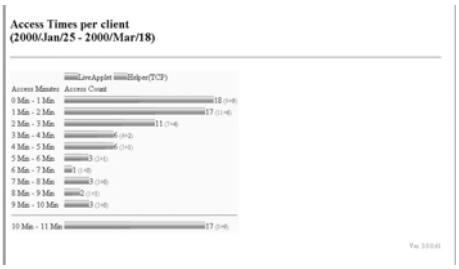
The window for setting the "Access Duration" analysis conditions appears.

- "Output Form" Select graph, table or CSV as the display format.
- "Target Period" Select the entire period for which the access logs have been collected or the period you want to view.
- "Items" Tick the checkboxes for the desired viewer types used by clients to access the server (multiple types can be selected).
- "Max Minutes" Set 20, 50 or 100 as the number of minutes (time) displayed.

After you have selected the settings, click the [Start] button.

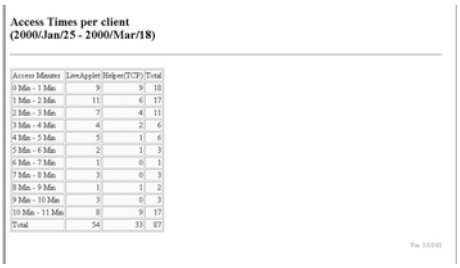
Sample Displays

● Graph format


Access Times per client
(2000/Jan/25 - 2000/Mar/18)
LiveApplet
Helper(TCP)
Access Minutes
Access Count
0 Min - 1 Min
1 Min - 2 Min
2 Min - 3 Min
3 Min - 4 Min
4 Min - 5 Min
5 Min - 6 Min
6 Min - 7 Min
7 Min - 8 Min
8 Min - 9 Min
9 Min - 10 Min
10 Min - 11 Min

This format uses a bar chart to show the access count for different durations (in minutes) up to the specified maximum minutes shown for the specified period.

● Table format

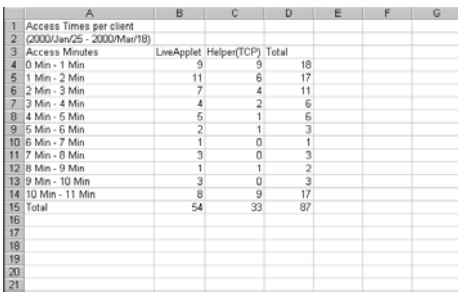


Access Times per client
(2000/Jan/25 - 2000/Mar/18)

Access Minutes	LiveApplet	Helper(TCP)	Total
0 Min - 1 Min	9	9	18
1 Min - 2 Min	11	6	17
2 Min - 3 Min	7	4	11
3 Min - 4 Min	4	2	6
4 Min - 5 Min	5	1	6
5 Min - 6 Min	2	1	3
6 Min - 7 Min	1	0	1
7 Min - 8 Min	3	0	3
8 Min - 9 Min	1	1	2
9 Min - 10 Min	3	0	3
10 Min - 11 Min	8	9	17
Total	54	33	87

This format uses a table to show the access count for different durations (in minutes) up to the specified maximum minutes shown for the specified period.

● CSV format



	A	B	C	D	E	F	G
1	Access Times per client						
2	(2000/Jan/25 - 2000/Mar/18)						
3	Access Minutes	LiveApplet	Helper(TCP)	Total			
4	0 Min - 1 Min	9	9	18			
5	1 Min - 2 Min	11	6	17			
6	2 Min - 3 Min	7	4	11			
7	3 Min - 4 Min	4	2	6			
8	4 Min - 5 Min	5	1	6			
9	5 Min - 6 Min	2	1	3			
10	6 Min - 7 Min	1	0	1			
11	7 Min - 8 Min	3	0	3			
12	8 Min - 9 Min	1	1	2			
13	9 Min - 10 Min	3	0	3			
14	10 Min - 11 Min	8	9	17			
15	Total	54	33	87			
16							
17							
18							
19							
20							
21							

This format analyzes the access count for different durations (in minutes) up to the specified maximum minutes shown for the specified period and automatically downloads the results as a CSV file.
(The sample screen shown is from Internet Explorer + Microsoft Excel. See P.74.)

"Browsing Log File"

This option allows you to view the error log and the execution progress of the still image recording function (upload server). You can also use this option to view the access logs for the servers.

Selecting the Settings

1

Click "Browsing Log File".

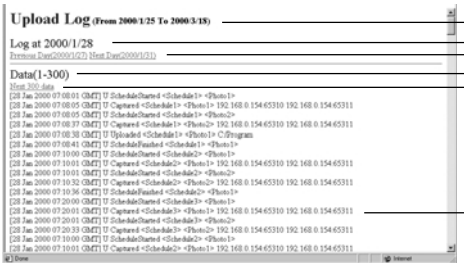
2

The window for setting the "Browsing Log File" conditions appears.
- "Log Type" Select upload, TCP video, HTTP video, camera control or remote maintenance.
- "Target Date" Select the date you want to view.

When you have selected the settings, click the [Get Log] button.

Sample Display

The log files are all displayed in the format shown below.



Log file name and period for which the log has existed
Date of the log displayed
Links to the logs on the dates immediately before and after the log displayed
Number of data records displayed from the log data for the selected date
Link to data for the selected date that is not displayed
Log file

"Deleting Cache File"

This option allows you to delete all the Cache File generated for analysis processing. Use this feature for tasks such as analyzing past backup file logs.

Selecting the Settings

1

Click "Others".

2

Click the [Delete] button.

Caution

If you select "Print" in the Netscape browser, graphs sometimes may not be printed as they appear on the screen. In Internet Explorer also, the "Number of Concurrent Connections" graphs other than "outline" may not be printed as they appear on the screen.

Caution

If you select the CSV format, the operation procedure and display differs depending on the web browser and the installed applications.

Using the Netscape browser

A dialog box for saving the CSV file to a local disk appears, allowing you to select the save location and save the file. The analysis results are not displayed on the access log analysis page.

Using Internet Explorer on a machine with Microsoft Excel installed

The browser launches Microsoft Excel and the CSV file written by Excel appears in the browser page. You can save the CSV file by selecting "Save As..." in the "File" menu.

Using Internet Explorer on a machine without Microsoft Excel installed

The CSV file is displayed as text in the browser window. To save the CSV file, first click the right mouse button in the frame in the browser window that contains the CSV data. Select "View Source" from the pop-up menu that appears and then select "Save As..." from the "File" menu in the View Source window to save the CSV file.

Chapter 4

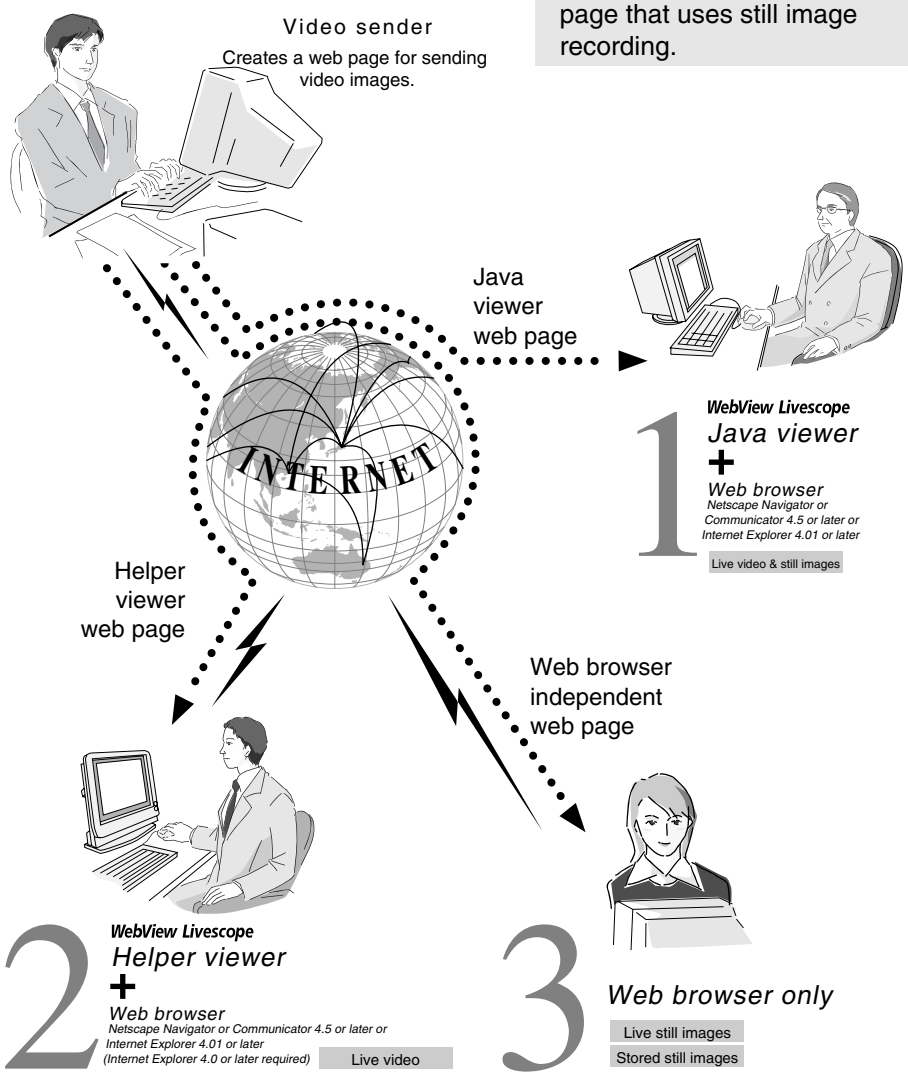
Creating Web Pages

This chapter describes how to use WebView Livescope to transmit information. Video can be transmitted in a number of ways, including displaying video or still images on a web page and displaying multiple images.

The Sender's Web Page

The sender with the camera server installed builds a web page to be used for video image transmission. To view the video images, the client must use a viewer provided by the sender. The two viewers that can be used are "Java viewers" and the "helper viewer". The sender decides in advance which viewer will be supported and builds a dedicated web page for the viewer. Be sure that you fully understand the features of each type of viewer before you design your web page.

See Chapter 5 (P.106) for information on creating a web page that uses still image recording.



Features of Java Viewers

These are viewers supplied as Java applets and can be run by any web browser that runs Java, including the current mainstream browsers, Netscape Navigator and Microsoft Internet Explorer. The applets are downloaded from the HTTP conversion server in the camera server to the web browser and then run on the web browser. The features of the Java viewers are listed below.

- **Java viewers use the WebView-HTTP protocol for video transmission and camera operation. They can penetrate firewalls and access external sites.**
- **Because Java viewers are automatically downloaded, they do not need to be pre-installed on the user's PC.**
- **Java viewers run on a wide range of platforms.**

Note **Because Java applets are downloaded each time you connect to the camera site and view live video, the Java viewer startup time is longer than that for the helper viewer.**

Java Viewer Types

The Java viewers include "LiveApplet", which has video display and camera control functions, "Glimpse", which has only a video display function, and "PanoramaSnap", which features a still image display function. Because the viewers all use the WebView-HTTP transmission protocol, they can penetrate firewalls without requiring special settings.

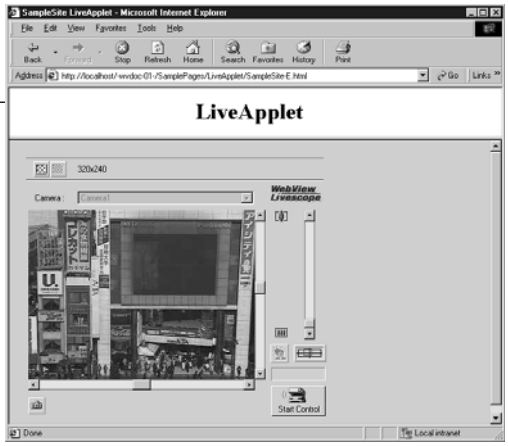
■ Viewer Types

Viewer	Functions
LiveApplet	① Displays live video images from the camera server. ② Allows camera control. ③ Allows displays to be overlaid or superimposed in the video screen.
Glimpse	① Allows video capture time intervals to be specified. ② Small and quick to download due to its limited range of functions.
PanoramaSnap	① Specifies the camera position in a panorama image and captures still images. ② Allows live still images to be captured.

Java Viewer for Video

LiveApplet

Video display function
Camera control function



Java Viewer for Video

Glimpse

Video display function

Java Viewer for Still Images

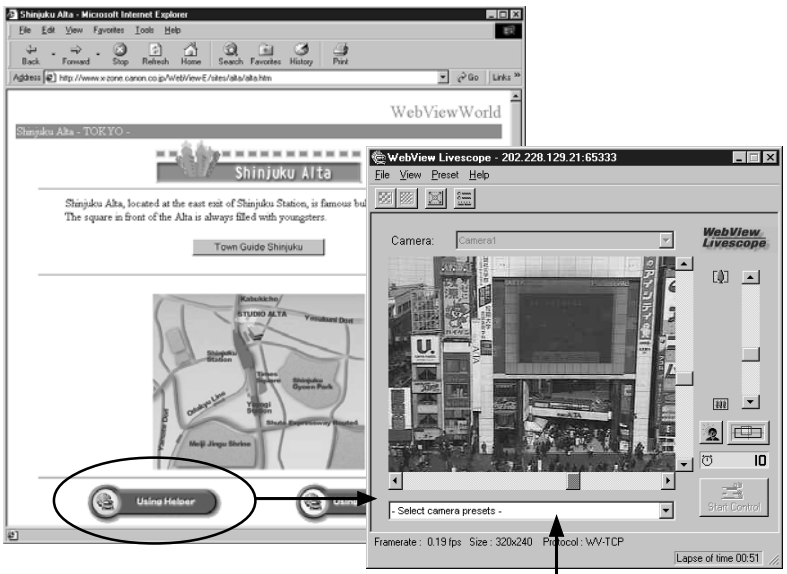
PanoramaSnap

Still image display function

Features of the Helper Viewer

The helper viewer is an application started from a web browser. Unlike the Java viewers, the helper viewer must be pre-installed on the client's computer. The features of the helper viewer are outlined below.

- **While the helper viewer must be pre-installed, once installed it launches quickly and is stable to run.**
- **The helper viewer uses both the WebView-TCP and WebView-HTTP protocols and can penetrate firewalls to access external sites.**
- **The helper viewer can be run as a standalone application.**



Displayed in a separate window from the browser.

Viewing Sample Pages

A number of sample web pages for video transmission are provided with the WebView Livescope camera server. These sample pages can be viewed using the procedure given below. Refer to these pages when you create your own web page.

Viewing the Pages

1 From the [Start] menu, select [Programs]-[WebView Livescope]-[Home Page Sample]. Alternatively, enter the camera server URL from your web browser. The URL is as follows:

http://192.168.100.10*/-wvdoc-01-/SamplePages/index.html

* The underscored portion is a sample IP address. Enter the actual camera server IP address.
Also, if the camera server's HTTP conversion server port number is 80, only the camera server host name is required. If not, you must include the **camera server host port number (eg. 192.168.100.10:8080)**.

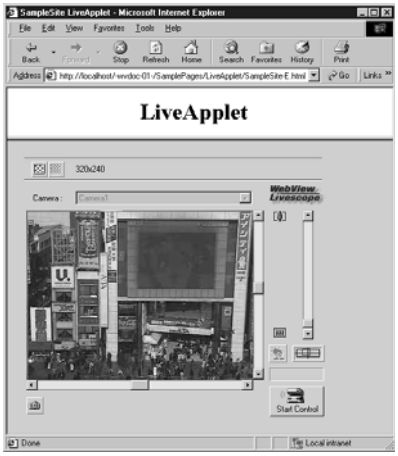
2 The web page shown below appears with links to the respective sample pages. Click the sample page you want to view.

Sample Page

WebView Livescope Sample Pages - Microsoft Internet Explorer
File Edit View Favorites Tools Help
Back Forward Stop Refresh Home Search Favorites History Print
Address http://localhost/-wvdoc-01-/SamplePages/index-E.html
Go Links
to Japanese Page
WebView Liv
Sample Pages which use WebView Viewer Modules.
Helper Sample
Java Applet Sample 1 (LiveApplet)
Java Applet Sample 2 (LiveApplet)
Java Applet Sample 3 (Glimpse)
Java Applet Sample 4 (PanoramaSnap)
Sample Pages which use only Browser features.
Show One Live-Image
Show Four Live-Images
Interactive Live-Image Sample Page by JavaScript
ServerPush Sample
ServerPush is a Netscape original feature. So this page doesn't work on Internet Explorer.
Sample Pages which use WebView image upload function.
To browse pages listed below, images must be uploaded in WebView Server.
Auto Create Sample
Applet started
Local intranet

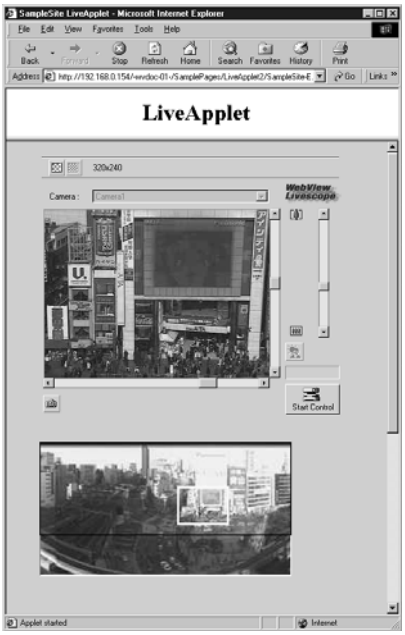
● Examples of sample pages

Java Applet Sample 1 (LiveApplet)



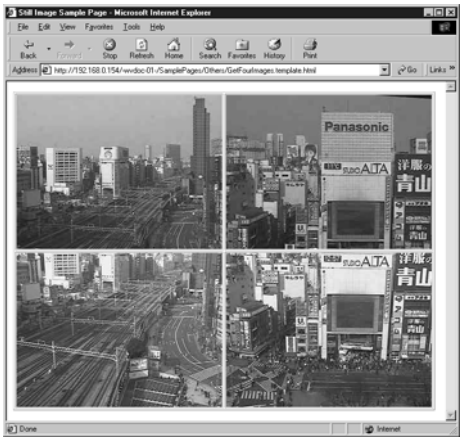
This is a LiveApplet sample page that sends live images as video and allows the user to control the camera.

Java Applet Sample 2 (LiveApplet)



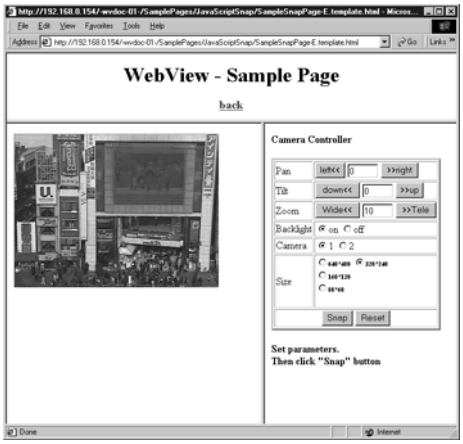
This is a LiveApplet sample page that positions a panorama image in the browser window.

Show Four Live-Images



This is a sample page showing 4 tiled still images.

Interactive Live-Image Sample Page by JavaScript



This is an applet sample page that allows the user to specify the camera control information and display live still images.

Using Java Viewers to Send Information

This section describes how to use a Java viewer to supply video images and provides examples of applications.

Creating Web Pages that Use Java Viewers

When you use a Java viewer, the viewer applet used must be embedded in the web page provided to the client. However, this is not especially difficult. A web page of this sort can be created simply using the type of HTML coding normally used to embed an applet.

LiveApplet

```
<applet codebase=http://192.168.100.10* /
-wvdoc-01-/LiveApplet/" code="LiveApplet.class" width=450 height=380>
<param name=cabbase value="LiveApplet.cab">
<param name=url value="http://192.168.100.10* /">
</applet>
```

Glimpse

```
<applet codebase="http://192.168.100.10*/
-wvdoc-01-/Glimpse/" code="Glimpse.class" width=160 height=120>
<param name=cabbase value="Glimpse.cab">
<param name=url value="http://192.168.100.10*/">
</applet>
```

PanoramaSnap

```
<applet codebase="http://192.168.100.10*/
-wvdoc-01-/PanoramaSnap/" code="PanoramaSnap.class" width=600 height=250>
<param name=cabbase value="PanoramaSnap.cab">
<param name=url value="http://192.168.100.10*/">
</applet>
```

The parameters required by the applet are included between the <applet> and </applet> tags.
The applet parameters other than the common applet parameters codebase, code, width and height are coded using the <param> tag.

* The underscored portion is a sample IP address. Enter the actual camera server IP address. Also, if the camera server's HTTP conversion server port number is 80, only the camera server host name is required. If not, you must include the **camera server host port number (eg. 192.168.100.10:8080)**.

Note

Shortening the Applet Download Time

You can reduce the time required to download an applet by archiving multiple class files into a single CAB or ZIP file.

Using Internet Explorer

Internet Explorer supports compressed archive (CAB) files. WebView Livescope provides the LiveApplet.cab, Glimpse.cab and PanoramaSnap.cab archives in the folder used for applet installation.

```
<applet code="LiveApplet.class" width=450 height=380>
<param name="cabbase" value="LiveApplet.cab">
</applet>
```

- This "cabbase" parameter is ignored by browsers other than Internet Explorer.

Using Netscape Navigator

Netscape Navigator supports uncompressed standard ZIP files.
WebView Livescope provides the LiveApplet.zip, Glimpse.zip and PanoramaSnap.zip files in the folder used for applet installation. These files should be coded inside the applet tags and specified as zip files using the archive attribute.

```
<applet archive="LiveApplet.zip" code="LiveApplet.class" width=450
height=380>
</applet>
```

- Navigator 4.x also supports compressed ZIP files, but uncompressed ZIP files should still be used so that the applet will run on earlier versions (3.x).

Providing compatibility with Internet Explorer and Netscape Navigator

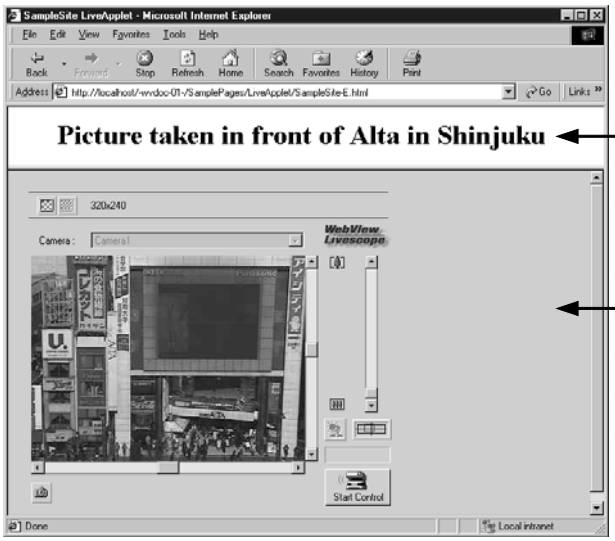
To ensure that the maximum possible number of clients can view the video images, the applet tags should be coded so as to be compatible with both the mainstream browsers.

```
<applet archive="LiveApplet.zip" code="LiveApplet.class" width=
450 height=380>
<param name="cabbase" value="LiveApplet.cab">
</applet>
```

Example of Creating a Web Page that Uses a Java Viewer

This section describes an example of web page creation for a page that uses a Java viewer. Use the example shown here as a guideline for creating your own completely original web page.

Displaying Text in a Separate Frame Embedded in the Java Viewer



1 **Frame setup**

2 **Display Japanese text in a separate frame.**

3 **Frame containing the embedded Java viewer**

1

```
sampleSite.html
<html>
<head>
<title>SampleSite LiveApplet</title>
</head>
<frameset rows="70,*">
<frameset src="head.html">
<frame src="LiveApplet.html">
</frameset>
</html>
```

2

```
head.html
<html>
<head>
<title>LiveApplet comment</title>
</head>
<body>
<center><h1>Picture taken in front of Alta in Shinjuku</h1></center>
</body>
</html>
```

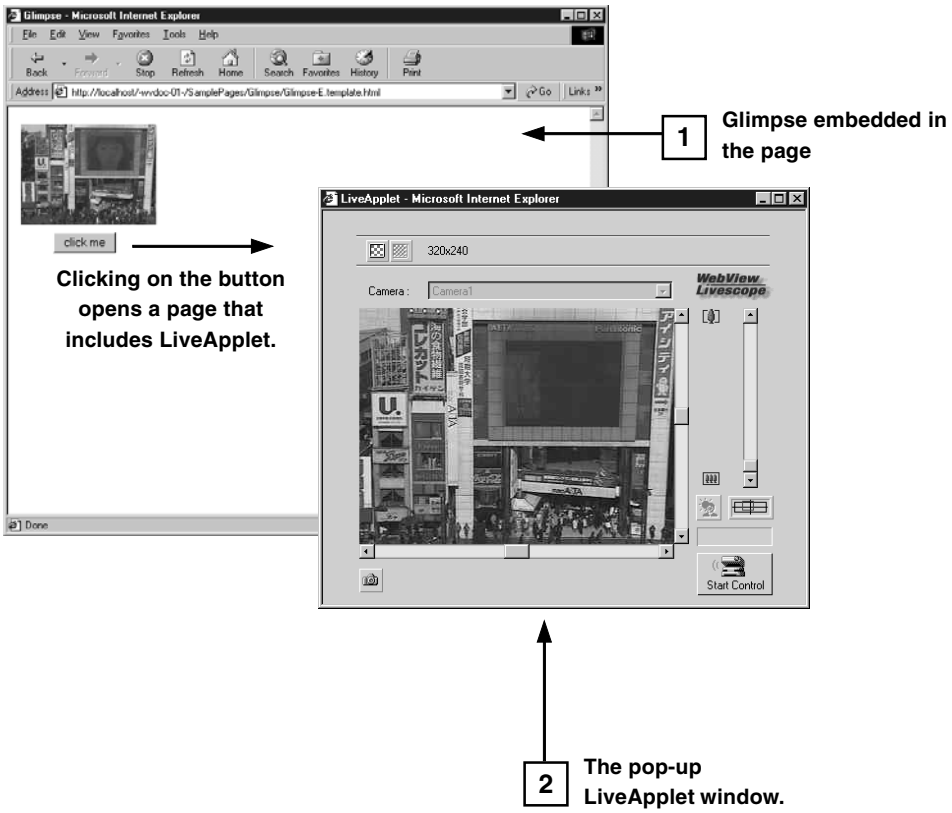
3

```
LiveApplet.html
<html>
<meta http-equiv="Content-type" content="text/html;charset=iso-8859-1">
<head>
<title>LiveApplet</title>
</head>
<body>
<applet archive="LiveApplet.zip" codebase=http:// 192.168.100.10*/-wvdoc-01/
LiveApplet/ code="LiveApplet.class" width=450 height=380>
<param name=cabbase value="LiveApplet.cab">
<param name=url value="http://192.168.100.10*/">
</applet>
</body>
</html>
```

* The underscored portion is a sample IP address. Enter the actual camera server IP address. Also, if the camera server's HTTP conversion server port number is 80, only the camera server host name is required. If not, you must include the **camera server host port number (eg. 192.168.100.10:8080)**.

Using Glimpse and LiveApplet Together

This section describes the creation of a web page that allows the user to use Glimpse, which downloads quickly, to view live video at a slow frame rate, and then use LiveApplet to view the video at a faster rate and to operate the camera when an image of particular interest appears.



1 **Glimpse embedded in the page**

Clicking on the button opens a page that includes LiveApplet.

2 **The pop-up LiveApplet window.**

1

```
Glimpse.html
<html>
<meta http-equiv="Content-Type" content="text/html; charset=iso-8859-1">
<head>
<script language="JavaScript">
<!--
function clicked(btn) {
        url = btn.name
        window.open(url,"LiveApplet","width=470,height=400")
}
// -->
</script>
<title>Glimpse</title>
</head>
<body>
<table>
<form name="form">
<tr><td><center>
<applet archive="Glimpse.zip" codebase="http://192.168.100.10*/
-wvdoc-01-/Glimpse/"
 code="Glimpse.class" width=160 height=120>
<param name=cabbase value="Glimpse.cab">
<param name=url value="http://192.168.100.10*/">
</applet>
</center></td></tr>
<tr><td><center>
<input type="Button" name="popup.html" value="click me"
 onClick="clicked(this)">
</center></td></tr>
</form>
</table>
</body>
</html>
```

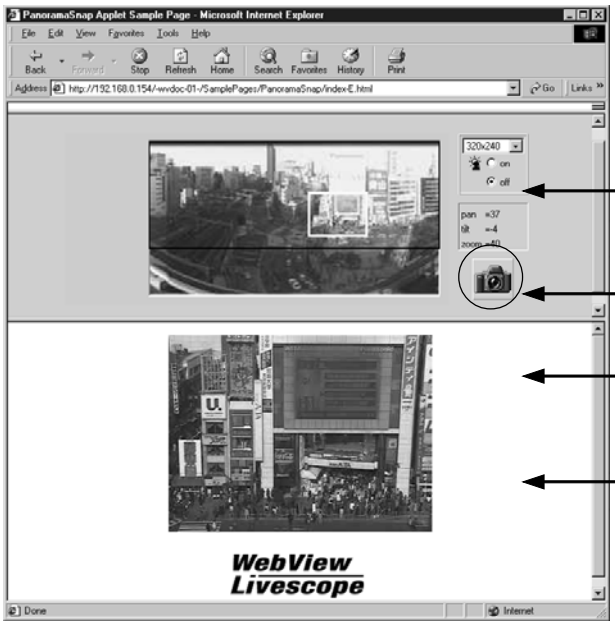
2

```
popup.html
<html>
<meta http-equiv="Content-Type" content="text/html; charset=iso-8859-1">
<head>
<title>LiveApplet</title>
</head>
<body>
<center>
<applet archive="LiveApplet.zip" codebase="http://192.168.100.10*/-wvdoc-
01-/LiveApplet/"
 code="LiveApplet.class" width=450 height=380>
<PARAM NAME=cabbase      VALUE="LiveApplet.cab">
<PARAM NAME=url          VALUE="http://192.168.100.10*/">
</applet>
</center>
</body>
</html>
```

* The underscored portion is a sample IP address. Enter the actual camera server IP address. Also, if the camera server's HTTP conversion server port number is 80, only the camera server host name is required. If not, you must include the **camera server host port number (eg. 192.168.100.10:8080)**.

Using PanoramaSnap

This section describes the creation of a web page that displays a panorama image. When the user specifies an area in the panorama image to be photographed as a still image and clicks the Shoot button, the latest image of that area is appears in a frame in the lower half of the window.



1 **Frame setup**

2 **Frame containing the embedded PanoramaSnap viewer.**

Use the Shoot button to display the latest image.

3 **The embedded area for the photographed image is initially blank.**

4 **The photographed image embedded in a frame.**

1

```
index.html
<html>
<head>
<title>PanoramaSnap Applet Sample Page</title>
</head>
<frameset rows="260,*">
<frame name="headFrame" src="PanoramaSnap.html">
<frame name="bodyFrame" src="body.html">
</frameset>
</html>
```

2

```
PanoramaSnap.html
<html>
<meta http-equiv="Content-Type" content="text/html;charset=iso-8859-1">
<head>
<title>PanoramaSnap</title>
</head>
<body>
<applet archive="PanoramaSnap.zip" codebase="http://192.168.100.10*/
-wvdoc-01-/PanoramaSnap/"
 code="PanoramaSnap.class" width=600 height=250>
<param name=cabbase value="PanoramaSnap.cab">
<param name=url value="http://192.168.100.10*/">
<param name=frame_name value="bodyFrame">
<param name=template_file value="SampleShot.html">
</applet>
</html>
```

3

```
body.html
<html>
</html>
```

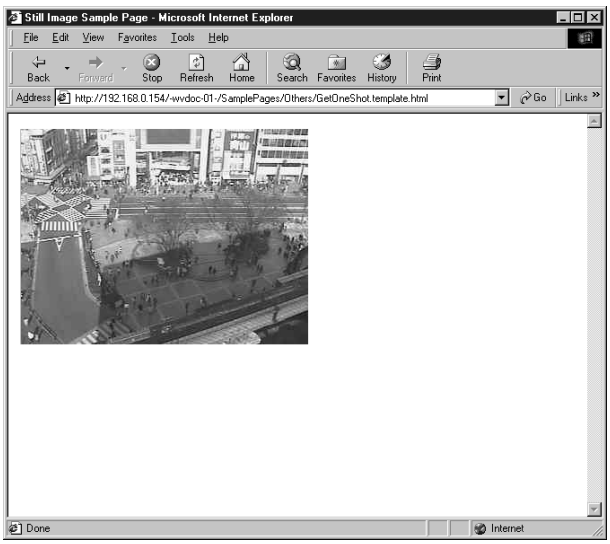
4

```
SampleShot.html
<html>
<head>
</head>
<body>
<center>
<script language="JavaScript">
var url=top.headFrame.document.PanoramaSnap.getImagSrc();
if(url!=null){document.write("<img src="+url+">");}
</script>
<p>
<img src="WebViewSmall.gif">
</center>
</body>
</html>
```

* The underscored portion is a sample IP address. Enter the actual camera server IP address. Also, if the camera server's HTTP conversion server port number is 80, only the camera server host name is required. If not, you must include the **camera server host port number (eg. 192.168.100.10:8080)**.

Providing LiveApplet without Camera Control

This section describes the creation of a web page that does not provide a camera control GUI. You can use this sort of page in situations where camera control is not permitted.


Still Image Sample Page - Microsoft Internet Explorer
File Edit View Favorites Tools Help
Back Forward Stop Refresh Home Search Favorites History Print
Address http://192.168.0.154/-wvdoc-01-/SamplePages/Others/GetOneShot.template.html
Go Links
Done
Internet

```
<applet... omitted ... width=320,height=240>
<param name=video_size value="320x240">
<param name=controllable value="false"> .....①
```

Line ① specifies whether or not a user interface for camera control is displayed.
"true": Displayed.
"False": Not displayed.

Changing the Startup Screen and Disconnection Screen

You can change the screens displayed at startup and disconnection to an image file (JPEG or GIF format).

Default screens

■ Startup screen

■ Disconnection screen

Custom screens

■ Startup screen (example)

■ Disconnection screen (example)

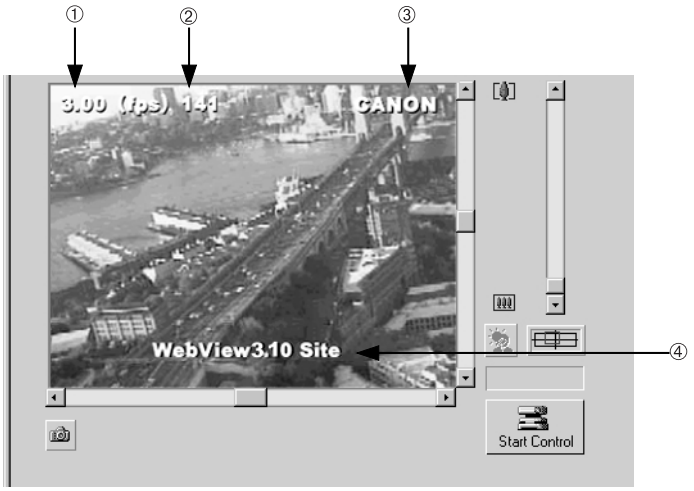
In the default screen, "connecting to hostname" (when the hostname parameter is specified) or the "now connecting" animation appears at startup. At disconnection, "disconnected hostname" (when the hostname parameter is specified) or "disconnected" appears.
By selecting images to be used for the startup and disconnection screens and then specifying those images in the parameters, you can replace the default images. The images are automatically resized to the size specified in the video_size parameter. You can also specify the time for which the specified screen is displayed at startup.

<param name=open_image value="opening.jpg"> ..... ①
<param name=open_image_time value="3000"> ..... ②
<param name=close_image value="closing.jpg"> ..... ④

① Specifies the file name for the startup image screen.
② Specifies the display time for the startup image screen. (Unit: ms (1/1000 sec.))
④ Specifies the file name for the disconnection image screen.

Caution **Always save image files to be displayed in the folder that is used to store camera server applets.**

Displaying the Host Name and Frame Count in the Video Window




```
<param name=show_fps value="on">                                    ①
<param name=show_counter value="on">                                ②
<param name=hostname value="CANON">                                 ③
<param name=show_hostname value="on">
<param name=comment value="WebView3.10 Site">                       ④
<param name=show_comment value="on">
```

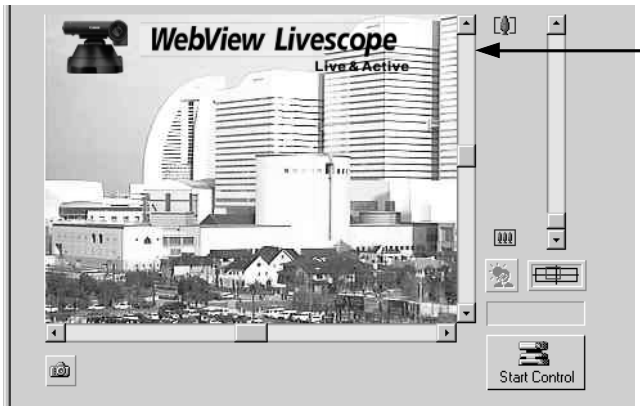
① Specifies whether to display the frame rate on the screen.
"on": Display.
"off": Do not display.

② Specifies whether to display the frame count on the screen.
"on": Display.
"off": Do not display.

③ Specifies the host name (any) to be displayed on the screen.
Specifies whether to display the host name on the screen.
"on": Display.
"off": Do not display.

④ Specifies the comment to be displayed on the screen.
Specifies whether to display a comment on the screen.
"on": Display.
"off": Do not display.

Displaying Bitmap Images on the Video Image




```
<param name=superimpose value="newlogo.gif,x,y*">
```

* x and y specify the display position. x,y=0.0 specifies the top-left corner. If the coordinates are omitted, the image is displayed in the center.

Specifying the Background Color

```
<html>
<body bgcolor=#cccccc>
<applet codebase=http://...code="LiveApplet.class" width=400 height=300>
<param name=url value="http://192.168.100.10*">
      <param name=bg_color value="#cccccc">
</applet>
</body>
</html>
```

* The underscored portion is a sample IP address. Enter the actual camera server IP address. Also, if the camera server's HTTP conversion server port number is 80, only the camera server host name is required. If not, you must include the **camera server host port number (eg. 192.168.100.10:8080)**.

Java Viewer Parameters

You can modify the applet parameters to tailor the applet to your needs or to a particular presentation. Ensure that you have a thorough understanding of the parameters for each applet.

■ LiveApplet

Parameter	Can be set	Description
bg_color	Yes	Used to set the background color for the applet. The specification format is "#RRGGBB". (A value from 0 to 255 can be specified in hexadecimal format for each component color.) Eg. White: "#FFFFFF", gray: "#AAAAAA", green: "#00FF00" If this parameter is omitted, the default background color is used.
close_image	Yes	Used to specify the image displayed in the video display window when the maximum connection time has expired and the user is disconnected. Specify the file name for a JPEG or GIF image. Store the image file in the same folder that is used for camera server applets. The default path is C:\Program Files\Canon\WebView\DownloadRoot\LiveApplet. The default image is the default disconnection screen.
code	No	Specifies the applet (LiveApplet) file name. Code as "LiveApplet.class". The applet (LiveApplet) is only downloaded if this parameter is specified correctly.
codebase	No	The directory in which applets are held. This parameter is coded in the following format: http://HTTP conversion server IP address:port number/folder/. The "HTTP conversion server IP address" portion can be specified using the host name, but because a security violation arises on some web browsers when the host name cannot be referenced by DNS, always specify the IP address. The applet (LiveApplet) is only downloaded if this parameter is specified correctly. The default folder specification is "-wvdoc-01-/LiveApplet".
comment	Yes	Specifies the comment text displayed as an overlay in the applet window (alphabetic characters only, no Japanese). If this parameter is omitted, no comment is displayed.
controllable	Yes	When this parameter is set to "false", the user interface does not include a GUI for the camera control functions. "true" or "false" can be specified. The default setting is "true".
gui_type	Yes	Specifies whether the panorama window is displayed as a pop-up window or embedded in the page. The default display format is the pop-up window. To display the window embedded, specify "embed". If "false" is specified for the "controllable" parameter, this parameter specification is ignored.
hostname	Yes	Specifies the host name displayed on the applet (Japanese text cannot be used). This name is used in messages as the host name during connection, etc. If this parameter is omitted, no host name is shown.
open_image	Yes	Used to specify the image displayed in the video display area until the latest video image appears. Specify the file name for a JPEG or GIF image file. Store the image file in the same folder that is used for camera server applets. The default path is C:\Program Files\Canon\WebView\DownloadRoot\LiveApplet. The default image is the default startup screen.

Parameter	Can be set	Description
open_image_time	Yes	When a startup image is specified in the "open_image" parameter, this parameter specifies the time for which that image is displayed. The display time is strictly a guideline and is not exact. The unit used is milliseconds (ms: 1/1000 sec.). The default setting is 0. The image is displayed until the first live video frame appears. Values between 0 and 30000 (30 seconds) can be set.
show_capture	Yes	This is a function that specifies whether the Snapshot button is displayed. Specify "on" or "off". The default setting is "on". This button is always displayed unless the "off" setting is explicitly specified here.
show_comment	Yes	This function superimposes comments on the video image. Specify "on" or "off". The default setting is "off".
show_counter	Yes	This function superimposes the frame count on the video image. Specify "on" or "off". The default setting is "off".
show_fps	Yes	This function superimposes the frame rate on the video image. Specify "on" or "off". The default setting is "off".
show_hostname	Yes	This function superimposes the host name on the video image. Specify "on" or "off". The default setting is "off". Note that this parameter is only valid when the "hostname" parameter is specified.
show_panobutton	Yes	This function specifies whether the panorama pop-up button is displayed. Specify "on" or "off". The default setting is "on". This button is always displayed unless the "off" setting is explicitly specified here. If "false" is specified in the "controllable" parameter or "embed" is specified in the "gui_type" parameter, this specification is ignored.
show_toolbar	Yes	Specifies whether the toolbar area is displayed. The toolbar area is always displayed unless the "off" setting is specified here. If "false" is specified in the "controllable" parameter, this specification is ignored.
superimpose	Yes	This function superimposes a bitmap image on the video image. Specify "bitmap-filename,x.y". The bitmap file must be a GIF-format file (transparent GIF images are supported). The "x" and "y" parameters specify the coordinates at which the bitmap image is superimposed on the video image. If these are omitted, the bitmap is superimposed in the center of the video image.
url	No	Sets the URL that specifies the HTTP conversion server and the HTTP conversion server IP address and port number. Connection to the HTTP conversion server is only performed if this parameter is specified correctly. The IP address and port number specified in this parameter must match the IP address and port number specified in the codebase parameter.
video_width	Yes	Specifies the video display size (in pixels). This parameter specifies the width. (The height is governed by the width.) The display size can be set to values between 80 and 640. Any value can be specified as the width. The image height is calculated as three-quarters of the width. Eg. video_width="240" (height = 240 x 3/4 = 180)
width **height**	No	Specifies the size of the area assigned for use by the applet (in pixels). If a value smaller than the applet drawing area is specified, the applet may be displayed incorrectly. If a camera control GUI is to be added (controllable=true), increase the width by 130 and the height by 140. Eg. For an image size of 320x240, specify width=450 and height=380.

■ Glimpse

Parameter	Can be set	Description
capture_size	Yes	This parameter specifies the size at which the image is captured. The following settings can be specified: "640x480", "320x240", and "80x60". If this parameter is omitted, optimum values for width and height will be set automatically.
code	No	Specifies the applet (Glimpse) file name. Code as "Glimpse.class". The applet (Glimpse) is only downloaded if this parameter is specified correctly.
codebase	No	The directory in which applets are held. This parameter is coded in the following format: http://HTTP conversion server IP address:port number/folder/. The "HTTP conversion server IP address" portion can be specified using the host name, but because a security violation arises on some web browsers when the host name cannot be referenced by DNS, always specify the IP address. The applet (Glimpse) is only downloaded if this parameter is specified correctly. The default folder specification is "-wvdoc-01-/Glimpse".
comment	Yes	Specifies the comment text displayed as an overlay in the applet window (Japanese cannot be used). If this parameter is omitted, no comment is displayed.
hostname	Yes	Specifies the host name displayed on the applet (Japanese text cannot be used). This name is used in messages as the host name during connection, etc. If this parameter is omitted, no host name is shown.
show_counter	Yes	This function superimposes the frame count on the video image. Specify "on" or "off". The default setting is "off".
show_hostname	Yes	This function superimposes the host name on the video image. Specify "on" or "off". The default setting is "off". Note that this parameter is only valid when the "hostname" parameter is specified.
sleep	Yes	Specifies the time interval for image updating (in milliseconds). Because the interval used varies depending on the performance of the computer, the update interval specified here is not guaranteed. If this parameter is omitted, the image is updated every 5 seconds. Because the Glimpse applet is intended to be used for displaying lists of multiple sites, parameters of this time are provided as a way of reducing the load. Intervals between 0 and 300,000 ms (5 minutes) can be specified. If 0 is specified, time interval adjustment is not performed.
url	No	Sets the URL that specifies the HTTP conversion server and the HTTP conversion server IP address and port number. Connection to the HTTP conversion server is only performed if this parameter is specified correctly. The IP address and port number specified in this parameter must match the IP address and port number specified in the codebase parameter.
width **height**	No	Specifies the size of the area assigned for use by the applet (in pixels). In Glimpse, because the applet area and the display area are the same size, you should specify the width and height of the image itself. Eg. For an image size of 320x240, specify width=320 and height=240.

■ PanoramaSnap

Parameter	Can be set	Description
bg_color	Yes	Used to set the background color for the applet. The specification format is "#RRGGBB". (A value from 0 to 255 can be specified in hexadecimal format for each component color.) Eg. White: "#FFFFFF", gray: "#AAAAAA", green: "#00FF00". If this parameter is omitted, the default background color is used.
camera_id	Yes	If multiple cameras are connected, this parameter specifies the camera number (1 or higher). If this parameter is omitted, "1" is used.
code	No	Specifies the applet (PanoramaSnap) file name. Code as " PanoramaSnap.class". The applet (PanoramaSnap) is only downloaded if this parameter is specified correctly.
codebase	No	The directory in which applets are held. This parameter is coded in the following format: http://HTTP conversion server IP address:port number/folder/. The "HTTP conversion server IP address" portion can be specified using the host name, but because a security violation arises on some web browsers when the host name cannot be referenced by DNS, always specify the IP address. The applet (PanoramaSnap) is only downloaded if this parameter is specified correctly. The default folder specification is "-wvdoc-01-/PanoramaSnap".
frame_name	Yes	Specifies the name of the frame used to display the captured image. If this parameter is omitted, a new browser window opens and the image appears in that window.
template_file	Yes	Specifies the page displayed when a button is clicked. If this parameter is omitted, only the still image is displayed. The page specified in the template_file parameter must be stored in the same folder as the page that includes the applet. If the page is not found, a browser page inclusion error occurs. Also, the frame used to display the page is the frame specified in the frame_name parameter. If the frame is not explicitly specified in frame_name, this parameter is ignored.
url	No	Sets the URL that specifies the HTTP conversion server and includes the HTTP conversion server IP address and port number. Connection to the HTTP conversion server is only performed if this parameter is specified correctly. The IP address and port number specified in this parameter must match the IP address and port number specified in the codebase parameter.
width **height**	No	Specifies the size of the area assigned for use by the applet (in pixels). The recommended settings are width=600 and height=250. Because these settings vary depending on the type of camera and the visible range settings, it is advisable to adjust them as you see fit.

Using the Helper Viewer to Send Information

This section describes how to use the helper viewer to supply video images and provides examples of applications.
If the client is using the helper viewer to receive video images, the person sending the video images must set up the web server and create wvh files.

Setting Up the Web Server

This section describes how to set up a web server that will save web pages for data transmission. This consists of adding the MIME type to the web server software and setting the file extensions. For more information, refer to your web server software manual.

⚠ IMPORTANT

MIME type	video/x-webview-h
Extension	wvh

Using Apache

To add the MIME map setting to Apache, edit the mime.types file in the conf folder.
■ Use the following syntax to add the required MIME type to the computer:

type/subtype extension

■ The setting for WebView Livescope is as follows:

video/x-webview-h wvh

Using Microsoft Internet Information Server (IIS) Ver. 3.0

To add the MIME map setting to IIS, start up the registry editor (Regedt32.exe) and open the following registry key:

HKEY_LOCAL_MACHINE\SYSTEM\CurrentControlSet\Services\InetInfo\Parameters\MimeMap

■ Use the following syntax to add the required MIME type to WebView Livescope:

<mime type>,<filename extension>,<unused parameter>,<gopher type>

■ **The setting (value names) for WebView Livescope are as follows:**

video/x-webview-h,wvh,,0

* Do not insert any character strings (value content) related to the values.

Creating wvh Files

This section describes how to create the wvh files needed to launch the helper viewer application.

Creation Procedure

1 Use a text editor to create a new text file and type the following into the text file:

⚠ IMPORTANT

(Example)
192.168.100.10 65310
192.168.100.10 65311
#WebView V3.0 wvh extension
wvhttp:192.168.100.10 80

- The first line is the IP address (or host name) of the computer running the video server and the TCP port number used by the video server for internet services.
- The second line is the IP address (or host name) of the computer running the camera control server and the TCP port number used by the camera control server for internet services.
  For the IP address, type in the actual camera server IP address (or host name).
- The third line is the extension used from WebView Livescope version 3.0. The hash symbol (#) at the beginning of the line indicates that this is a comment line.

From the third line onwards, use the following format:

[Header]:[HostName][Port][Option]

The following can be specified as the header:

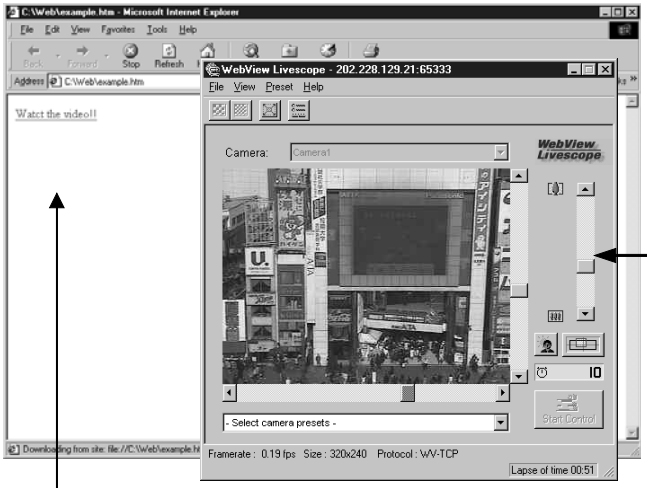
wvhttp:

This specifies the conversion server host name. If no conversion server is connected, use just the header with no host name. To connect to the conversion server for images only, specify "v" as an option. For a WebView-HTTP connection, specify "vc" as the option (can be omitted).

2 Save the text file, quit the text editor and create a wvh file by modifying the file name and the file extension. You must always add the ".wvh" extension (eg. "WebView.wvh"). You should also save the wvh file in a folder close to the web page being created.

Example of Creating a Web Page that Uses the Helper Viewer

This section describes an example of the creation of a web page that uses the helper viewer.



The launched and displayed helper application

1 **Click the link to launch the helper application.**

The images and text on the web page include tags that link to wvh files.

1 **<A HREF="WebView.wvh"> Watch the video!!</A>**

When you click on "Watch the video!!" in the sample web page shown above, a helper application is launched and you can receive video signals from the camera.

Note

Using the Automatic Sample Generation Function to Create a Web Page

By using the Automatic Sample Generation Function provided in the HTTP conversion server in the camera server, you can create a web page that uses the helper view without having to set up the web server or create wvh files. The HTML coding is shown below.

1
```
<A HREF=http://192.168.100.10*/-wvdoc-01-/SamplePages/Helper/
default.template.wvh>
Watch the video!!</A>
```

If you use this function, you do not need to add a web server MIME setting for saving data transmission pages, which makes this a very useful approach for users who save their web pages on their service provider's server.

Automatic Sample Generation Function

This is a function that automatically modifies sample page template files stored on the camera server based on the camera server settings and sends the modified files to the client. This allows the sender to distribute video to clients with the minimum of effort.

* The underscored portion above is a sample IP address. Enter the actual camera server IP address.
  Also, if the camera server's HTTP conversion server port number is 80, only the camera server host name is required. If not, you must include the **camera server host port number (eg. 192.168.100.10:8080)**.

Using a Browser Alone to Send Video

The WebView-HTTP protocol can be used to provide video images directly from the camera to a browser. This section describes an example in which the protocol is used in this way.

Displaying Live Video as Still Images During Access

Images shot by the camera can be provided as still images each time the client accesses the web page that provides the images.

<IMG SRC=http://192.168.100.10*/-wvhttp-01-/GetStillImage>
or
<IMG SRC=http://192.168.100.10*/-wvhttp-01-/GetOneShot>

Displaying Live Video as a Movie with a Specified Number of Frames During Access

The Server Push format provided as an extended function by Netscape Communications Corp. can be used to transmit multiple-frame images. However, these images can also be displayed on browsers other than Netscape Navigator. In the coding example below, 100 frames of live video are transmitted when the client accesses the camera server.

<IMG SRC=http://192.168.100.10*/-wvhttp-01-/GetOneShot?frame_count=100>

Displaying Live Video from a Specified Angle as Still Images

By specifying the camera angle as a parameter in the HTML code beforehand, you can view the image at a specified camera angle. The example below displays a still image shot with the camera panned right by 40° and tilted down 10°.

<IMG SRC=http://192.168.100.10*/-wvhttp-01-/GetStillImage?p=40&t=-10>

■ **GetStillImage Parameters**

Parameter	Description
p (pan)	Specifies the camera pan angle (VC-C4: -100 to 100; VC-C4R: -170 to 170; VC-C3: -90 to 90; VC-C1: -50 to 50).
t (tilt)	Specifies the camera tilt angle (VC-C4: -30 to 90; VC-C4R: -90 to 10; VC-C3: -30 to 25; VC-C1: -20 to 20).
z (zoom ratio)	Specifies the camera zoom ratio (VC-C4: 10 to 126; VC-C4R: 10 to 126; VC-C3: 10 to 101; VC-C1: 10 to 74).
b (backlight compensation)	Specifies the backlight compensation (on: backlight compensation used; off: backlight compensation not used).
v (image size)	Specifies the video image size (640, 320, 160 or 80).
seq	Allows any number to be specified to avoid displaying old images (numeric value).
cache_id	Displays images cached in the server (camera number).

Caution

- **If old images are displayed, you can prevent this recurring by specifying a sequence number in the seq parameter.**
- **If the camera angle is specified, the image is not displayed until the camera operation has been performed. Consequently, on pages that are frequently accessed, user wait time will often increase. When this is likely to occur, specify the cache_id parameter. Images cached in the HTTP conversion server can be retrieved without operating the camera. (The cache is valid for one minute.)**

* The underscored portion is a sample IP address. Enter the actual camera server IP address. Also, if the camera server's HTTP conversion server port number is 80, only the camera server host name is required. If not, you must include the **camera server host port number (eg. 192.168.100.10:8080)**.

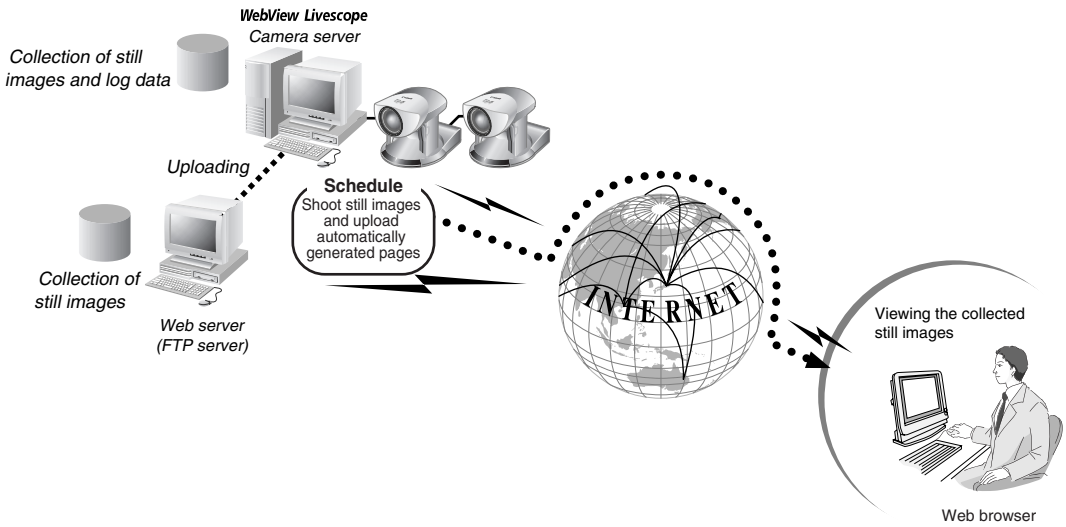
Chapter 5

Still Image Recording Service

This chapter describes how to set up a still image storage service that uses the upload server functions.

Still Image Recording Service

The Still Image Recording Service is made possible by the upload server running on the WebView Livescope camera server. This service stores images according to a preset schedule and automatically uploads those images to the web server. This provides a low-cost way of sending still images since a permanent internet connection is not required.



Upload Server Features

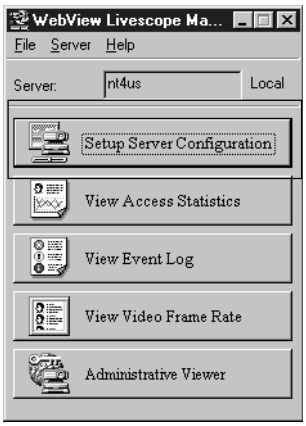
- **Captures (stores) still images according to a photography schedule set beforehand.**
- **Automatically creates HTML pages for image display simultaneously with image collection.**
- **The collected still images and HTML pages are automatically uploaded to the web server running the FTP server. Uploading to the FTP server can be performed via a LAN or a dial-up connection.**
- **The web server runs on the same machine as the camera server to permit still image distribution.**
- **After uploading, CGI commands can be used for web server calls.**
- **The camera server does not require a permanent internet connection, allowing low-cost operation of a still-image camera site.**

Setting Up the Still Image Recording Service

Starting "Camera Server Setting"

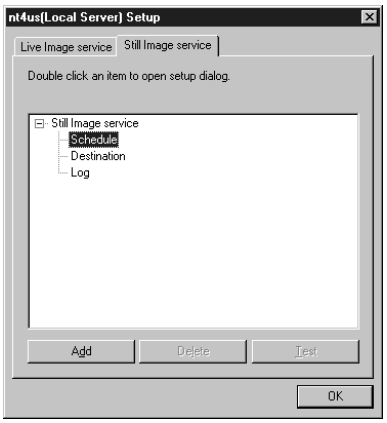
The "Still Image service" settings in "Setup Server Configuration" can be used to specify parameters such as "Schedule" "Destination" and "Log". These settings can be modified during remote maintenance.

1



Launch the WebView Livescope manager.
Click the [Setup Server Configuration] button.

2



The "[Local Server] setup" window appears. Click the "Still Image service" tab.

Setting and Registering Reservations

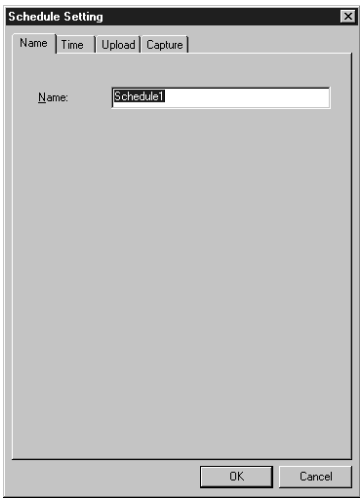
Under "Schedule", you can specify the "Name (schedule name)", "Time", "Upload" and "Capture" settings. Use the tabs to switch between the settings.

Selecting the Settings

1

Display the "[Local Server] Setup" window and click the "Time" tab.
If the reservation has already been set, the schedule name is displayed in tree format.
Double-click the schedule name.
To set up a new reservation, click the [Add] button.
The "Schedule Setting" setup window appears.
* Up to 20 schedules can be registered.

2



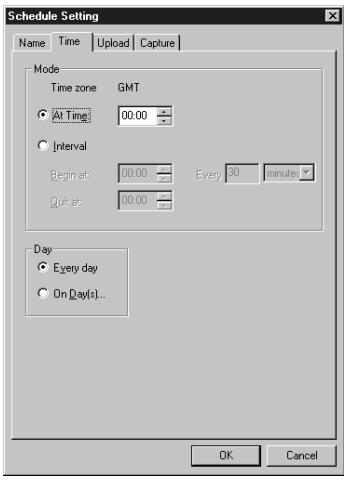
In the "Name" field, specify the schedule name used to identify the reservation.

Setting and Registering Reservations

Setting the Schedule

Selecting the Settings

1



In the "Schedule Setting" setup window, click the "Time" tab.

■ "Time" settings

IMPORTANT

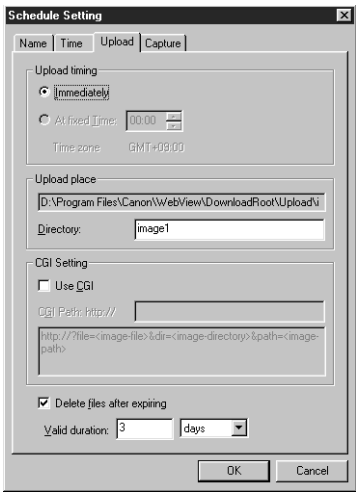
Item	Details	Default Value
Mode	Selects specification by time or by intervals	Time
At Time	Sets the upload time when images are to be uploaded at a set time.	00:00
Interval	Sets the interval used when images are to be repeatedly uploaded at set intervals during a specified time period (minutes or hours). The time should be at least 5 minutes and no more than 24 hours.	30 mins
Begin at	The starting time of the time period when an interval is specified.	00:00
Quit at	The ending time of the time period when an interval is specified.	00:00
Day	Specifies whether uploading is performed daily or on a specified day of the week.	Daily

2 After you have changed the settings, click the [OK] button.
To discard the changes, click the [Cancel] button.

Specifying the Upload Settings

Selecting the Settings

1



In the "Schedule Setting" setup window, click the "Upload" tab.

■ "Upload" settings

Item	Details	Default Value
Upload timing	The "Immediately after video capture" setting uploads the file each time an image is captured. If you select "Immediately" and set a time, files are uploaded once a day at the specified time. (batch uploading)	Immediately after video capture
Immediately	Specifies a time for batch uploading.	00:00
Upload place	Specifies the relative path from the "basic path" displayed above the "Directory" text box for the folder to which files are uploaded. The basic path can be changed in the "Connection" tab in the "Upload destination" dialog box. Specifying the absolute path causes an input error.	image+serial number (image 1...)
CGI Setting	Specifies whether CGI starts up after uploading.	
CGI Path	Specifies the CGI command URL. As parameters, file=<image-file.&dir=<image-directory>&path=<image-path> are automatically added.	None
Delete files after expiring	Specifies whether files that have exceeded their valid time limit are deleted.	Delete
Valid duration	Specifies the valid time limit for files. Minutes, hours, days, weeks or months can be selected as the unit.	3 days

■ **"Call CGI" Parameters**

The values shown in the table below can be substituted in the following at CGI startup:
<image_file>
<image_directory>
<image_path>

Parameter	Content	Example
image_file	Image file name	Photo1
image_directory	Folder	Image1
image_path	Path to the images	Image1/Photo1_03...

2 After you have changed the settings, click the [OK] button.
To discard the changes, click the [Cancel] button.

Caution

If you specify a local folder as the upload destination, always specify the basic path in the "Local directory setting" field (see P.114) in the "Upload destination" dialog box, and specify the relative path after that.

For example, when the local directory setting specification in the "Connect" tab is:
C:\Program Files\Canon\WebView\DownloadRoot\Upload
and the upload destination is:
C:\Program Files\Canon\WebView\DownloadRoot\Upload\Image1,
the specification for the upload destination folder is the relative path, as follows:

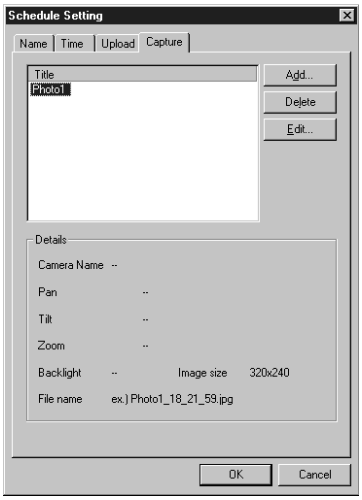
Image1

Note that images are not saved if this path is not specified correctly.

Setting the Shooting Position

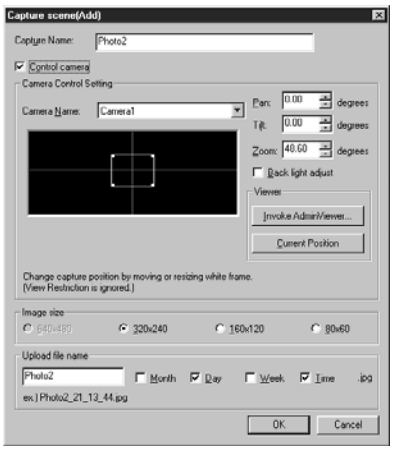
Selecting the Settings

1



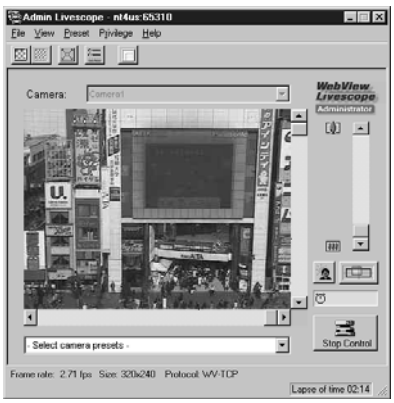
In the "Schedule Setting" setup window, click the "Capture" tab.
Click the [Add] button to specify a new reservation and the [Edit] button to modify already registered settings.
* Up to 20 shooting positions can be registered.

2



The "Capture scene" window appears.
Specify the shooting entry name and each of the settings. Besides entering numerical values or using the up ▲ and down ▼ arrows to specify the pan, tilt and zoom camera control settings for the shooting position, you can also drag the white rectangular frame on the panorama image to the desired position and shape.

3



By clicking the [Start Control] button of administrative viewer, you can control the camera and use that position information to set the shooting position.
When you move the camera to the desired shooting position in the displayed manager viewer window and click the [Current Position] button, that position information is applied to the shooting position settings.

■ **"Capture" settings**

Item	Details	Default Value
Title	Specifies the entry name identifying the shooting position.	Photo1
Details	If you tick the "Use camera control" checkbox, you can then specify the camera number, camera position and backlight adjustment settings.	No control
Camera Name	Specifies the camera used.	Camera1
Pan/Tilt/Zoom	Specify the camera position pan, tilt and zoom values.	Pan=0.00, Tilt=0.00, Zoom*
Backlight	Specifies whether backlight adjustment is used.	None
Image size	Selects 640×480, 320×240, 160×120 or 80×60 as the image size.	320×240
File name	Specifies the file name of the uploaded image. The file name is made up the original file name plus the ticked items from the month, date, day of the week and time. Eg. Photo1_01_00_00_00.jpg.	Photo1_ (date)_ (time)_ (minute).jpg

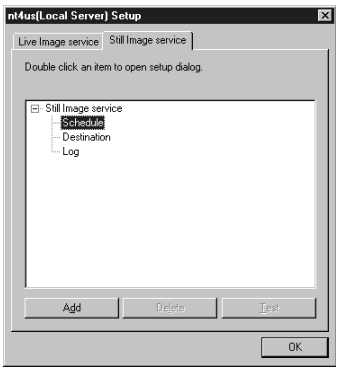
* The default zoom setting varies depending on the camera model. VC-C4/VC-C4R: 46.9, VC-C3: 48.60, VC-C1 MK-II: 45.84.

4 After you have changed the settings, click the [OK] button.
To discard the changes, click the [Cancel] button.

Setting Upload Destinations

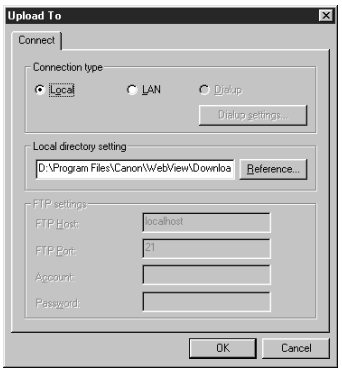
Selecting the Settings

1



Display the "[Local Server] Setup" window and double-click "Destination".

2



The "Upload To" settings screen appears.

■ "Upload To" settings

IMPORTANT

Item	Details	Default Value
Connection type	Specifies "Local", LAN" or "Dialup" as the connection type.	Local
Local directory setting	Specifies the basic folder when "Local" is specified as the connection type. If "LAN" or "Dial-up" is specified, this setting is disabled.	<WebView installation path\ DownloadRoot\ Upload>*
FTP Host	Specifies the FTP server host name.	localhost
FTP Port	Specifies the FTP server port number.	21
Account	Specifies the FTP account name.	None
Password	Specifies the FTP password.	None

* The default folder is C:\Program Files\Canon\WebView\DownloadRoot\Upload.

3 After you have changed the settings, click the [OK] button.
To discard the changes, click the [Cancel] button.

Caution

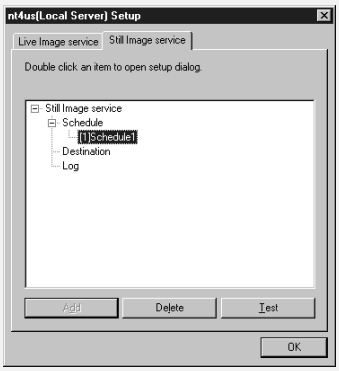
If "Dialup" is selected in the "Connection type" parameter, you must select the "Dialup settings" setting in Windows. Select Dial-Up Networking and check that it is working properly before setting the upload destination. Set Auto Dialup to Off at this time.

Test Run Function

The Test Run function provides a way of checking the settings immediately to verify whether a specified schedule and video capture functions correctly. If you have added a new reservation to a schedule or edited an existing schedule, restart the camera server and then perform a test run.

Selecting the Settings

1

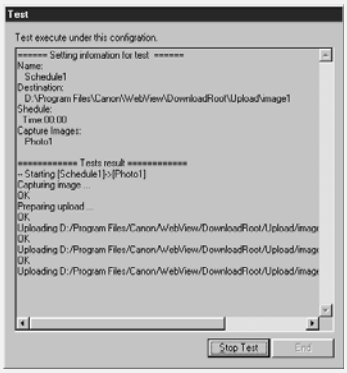


When you place a reservation in a schedule, the reservation is displayed in the tree format. Click the reservation to select it and then click the [Test] button.

2

The settings for the items tested are displayed and the test is run. To stop the test in progress, click the [Stop test] button.

3

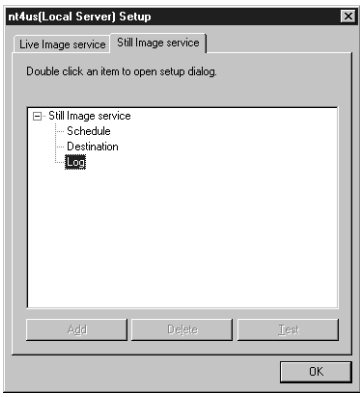


The results of the test are displayed.

Setting the Log

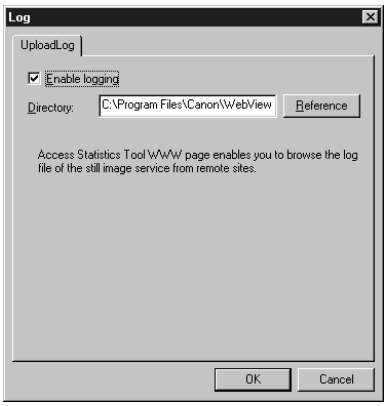
Selecting the Settings

1



Display the "[Local Server] Setup" window and double-click "Log".

2



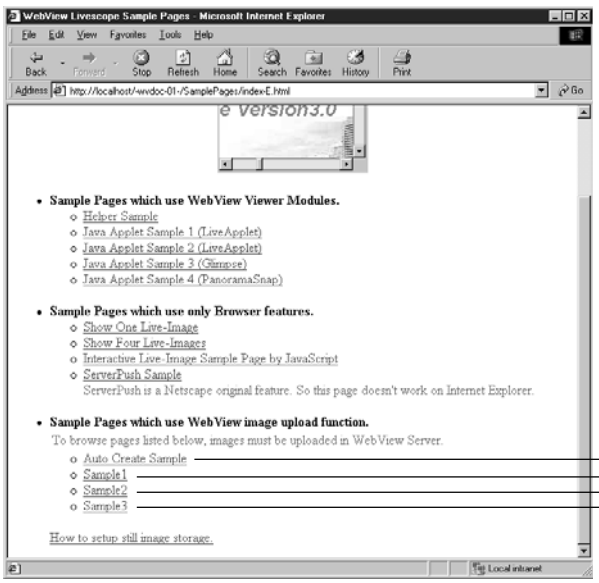
The "Log" settings screen appears.
To collect the log, tick the "Enable logging" checkbox.
After you have changed the settings, click the [OK] button.
To discard the changes, click the [Cancel] button.

Using the Still Image Recording Service to Send Information

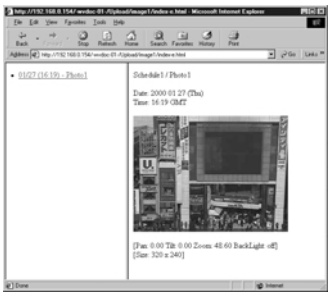
When the Still Image Recording Service is used to provide video images, image are shot according to the specified schedule and those images are then uploaded to the web server. When this occurs, successive web pages must be generated to include the images. Accordingly, WebView Livescope has an "Automatic Page Generation Function" that automatically generates and uploads web pages. This function can be used to send stored images over the web.

Sample Pages

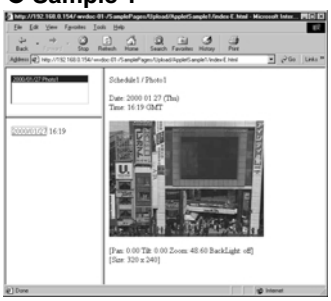
First, refer to the sample pages. See P.80 for information on how to view sample pages.


WebView Livescope Sample Pages - Microsoft Internet Explorer
Sample Pages which use WebView Viewer Modules.
Helper Sample
Java Applet Sample 1 (LiveApplet)
Java Applet Sample 2 (LiveApplet)
Java Applet Sample 3 (Glimpse)
Java Applet Sample 4 (PanoramaSnap)
Sample Pages which use only Browser features.
Show One Live-Image
Show Four Live-Images
Interactive Live-Image Sample Page by JavaScript
ServerPush Sample
ServerPush is a Netscape original feature. So this page doesn't work on Internet Explorer.
Sample Pages which use WebView image upload function.
To browse pages listed below, images must be uploaded in WebView Server.
Auto Create Sample
Sample1
Sample2
Sample3
How to setup still image storage.

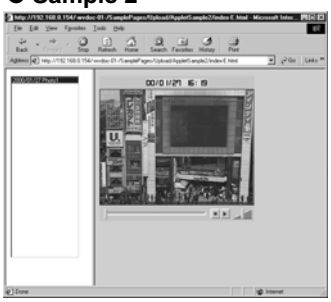
● Auto Create Sample



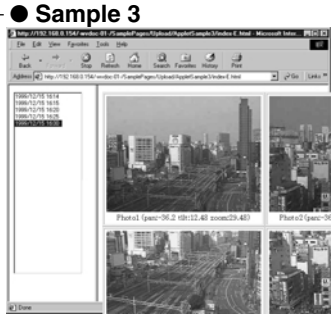
● Sample 1



● Sample 2

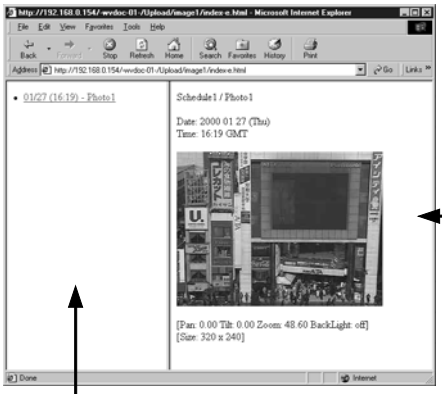


● Sample 3



Automatically Generated Pages

There are 2 types of automatically generated page: successively updated HTML files and newly created or added HTML files. The samples below illustrate the structures of these 2 types.



1 **Frame setup**

3 **The right frame displays the stored image retrieved using a link.**

2 **The left frame displays links to stored images.**

1 This file creates the frame. Because the files in the left frame are continually being added to show the links to the latest images, a new file is created each time an image is uploaded.

2 This file displays the links to stored images shown in the left frame. Because the number of images stored increases when images are uploaded, this file is updated (added to) each time an image is uploaded.

3 This file is the page that displays stored images in the right frame. Because this file is created for each image that is uploaded, a new file is created each time an image is uploaded.

1

index.html

```
<html>
<head>
<title>SampleSite LiveApplet</title>
</head>
<frameset cols="250,*">
<frame src="image_index.html" name="index">
<frame src="Photo1_Mon_11_50_J.html" name="image">
</frameset>
</html>
```

2

image_index.html

```
<html>
<head>
</head>
<!--%%Begin: Oka_01_08_16_15.jpg%%-->
<LI><a href="Photo1_Mon_11_50_J.html" target="image">
01/08/[11:50]-Photo1</A>
<!--%%End%%-->
<!--%%Begin: Oka_01_08_16_15.jpg%%-->
<LI><a href="Photo1_Mon_12_00_J.html" target="image">
01/08/[12:00]-Photo1</A>
<!--%%End%%-->
.....
```

3

Photo1_Mon_12_10_J.html

```
<html>
<head>
<title>Still Image Sample Page</title>
</head>
<body>
Schedule1 / Photo1<p>
<p>
Date: 2000 01 12 (Wed)<br>
Time: 17:12 +0900<p>
<image src="Photo1_12_17_12.jpg"><p>
[Pan: 0.00 Tilt: 0.00 Zoom: 48.60 BackLight: off]<br>
[Size: 320×240]<p>
</body>
</html>
```

When the WWW server function is Used to Send Automatically Generated Pages

If the camera server's WWW server function is to be used to send automatically generated pages over the web, you can use the sample pages (see P.80) installed at the same time as the WebView camera server.
Specify the settings below to use the WWW server function.

Selecting the Settings

1 Make a schedule reservation in the Still Image service settings (see P.107 onwards). Leave the directory for the upload place and the upload place folder for the schedule set to the default settings.
- "Upload place" -> "Directory"
  C:\Program Files\Canon\WebView\DownloadRoot\Upload
- "Schedule (reserved schedule name)" -> "Upload" -> "Upload place"
  Image1

Caution **If the WebView camera server is not installed in the above location (C:\Program Files...), change the setting to match the folder in which the server was installed.**

2 The sample pages can be viewed at the following URLs:

- **Automatically generated page**
  http://192.168.100.10*/-wvdoc-01-/Upload/image/index.html
- **Applet sample 1**
  http://192.168.100.10*/-wvdoc-01-/SamplePages/AppletSample1/index.html
- **Applet sample 2**
  http://192.168.100.10*/-wvdoc-01-/SamplePages/AppletSample2/index.html
- **Applet sample 3**
  http://192.168.100.10*/-wvdoc-01-/SamplePages/AppletSample3/index.html

* The underscored portion is a sample IP address. Enter the actual camera server IP address.
Also, if the camera server's HTTP conversion server port number is 80, only the camera server host name is required. If not, you must include the **camera server host port number (eg. 192.168.100.10:8080)**.

When a Remote Web Server is Used to Send Automatically Generated Pages

If a web server is set up separately from the WebView camera server, you can use the sample pages (see P.80) by copying the required files from the WebView camera server to the web server and then modifying some of the files. Because the FTP server is used for uploading, the FTP server and web server must run on the same machine.

Selecting the Settings

1 Make a schedule reservation in the Still Image Recording Service settings (see P.107 onwards). For the files in the example described below, set the web server home folder to WWWRoot, the IP address to 192.168.100.10, and the port number to 80.

2 Copy the "Upload" folder in the "SamplePages" folder in the webview server home folder (default: C:\Program Files\Canon\WebView\DownloadRoot) into the WWWRoot folder.
Create a new image storage folder called "image1" in the copied "Upload" folder.

3 Modify the HTML file coding so that it will run the applet sample pages. Open the applet.template.html and script.template.html files in the respective "AppletSample1/2/3" folders in the copied "Upload" folder and replace the web server IP addresses and port numbers in the following:
http://_HTTP_SERVER_HOST_AND_PORT_/-wvdoc-01-/SamplePages
http://_HTTP_SERVER_HOST_AND_PORT_/-wvdoc-01-/
to the following:
http://192.168.100.10/

Caution **Because the applet may not run if you use a host name as the IP address, always specify the IP address.**

4 The sample pages can be viewed at the following URLs:

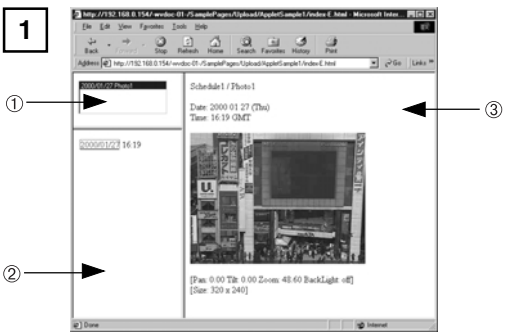
- **Automatically generated page**
  http://192.168.100.10/Upload/Image1/index.html
- **Applet sample 1**
  http://192.168.100.10/Upload/SamplePages/AppletSample1/index.html
- **Applet sample 2**
  http://192.168.100.10/Upload/SamplePages/AppletSample2/index.html
- **Applet sample 3**
  http://192.168.100.10/Upload/SamplePages/AppletSample3/index.html

Applet Samples

Sample pages that include applets designed for viewing images and observing the results are provided with the WebView camera server.

Applet Sample 1: Link List

To reduce the time involved in searching a large number of images for the image you want to view, this sample applet allows you to first index the images by date and caption, then list images in the selected index, and then display the images and information.



index.html

```
<HTML>
<HEAD>
<FRAMESET COLS="200,*">
<FRAMESET ROWS="100,*">
<FRAME name="appletFrame"
src="applet.template.html">
<FRAME name="targetFrame"
src="dummy.html">
</FRAMESET>
<FRAME name="imageFrame"
src="dummy.html">
</FRAMESET>
</HEAD>
</HTML>
```

First, the "Index①", "Selected list②" and "Image/Information display③" frames are created. Initially, the applet.template.html index is displayed and images are selected from there. ② ③ display the dummy.html blank page.

```
applet.template.html
<HTML>
<BODY bgcolor=#ffffff>
<center>
<applet codebase="http://
__HTTP_SERVER_HOST_AND_PORT__/
-wvdoc-01-/SamplePages/Upload/
Applet/SnapSelector/"
 code="SnapSelector" width=100%
height=90% name="SnapSelector"
archive="SnapSelector.zip">
<param name="cabbase"
value="SnapSelector.cab">
<param name="index_url"
value="http://
__HTTP_SERVER_HOST_AND_PORT__/
-wvdoc-01-/Upload/image1/
upindex_J.txt">
<param name="action_url"
value="script.template.html">
<param name="action_frame"
value="targetFrame">
<param name="key"
value="DATE CAPTION">
</applet>
</center>
</BODY>
</HTML>
```

The "applet.template.html file" is a template for use by the automatic sample page generation function. When the user accesses this file, the HTTP conversion server automatically generates an HTML page. The generated HTML page then loads the "SnapSelector" applet.
SnapSelector performs the following processing:

- Analyzes and groups the stored images in the list.
- Specifies the list as "index_url".
- Uses the values of specified items as keys to group the images.
- Groups together images with the same item values.

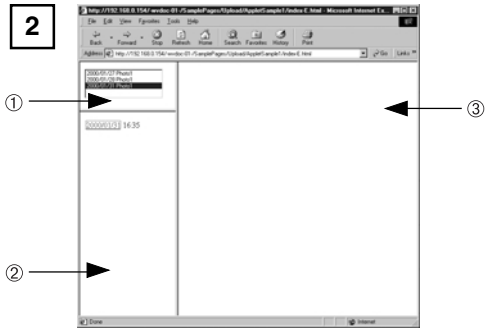
Because "DATE" and "CAPTION" are specified in applet.template.html, images shot on the same date and with the same caption (for instance, on 23/12/1999 "At the beach") are put in the same group.

- Area 1 shows a list of the created group names.
- The item values specified as keys are used in the group names.
- The size of the area is specified by the width and height parameters.

In applet.template.html, the date and caption values are linked in the group name. For instance, the group name used is "23/12/1999 At the beach".

■ Parameters Used by SnapSelector

codebase	Specifies the URL of the folder in which the applet is stored. Always specify an IP address as the web server address.
width	Applet area width. Specified in pixels or percentage.
height	Applet area height. Specified in pixels or percentage.
name	Applet name. This name is required for access to the applet from JavaScript.
index_url	Specifies the index file URL. Always use Unicode for the index file.
action_url	Specifies the HTML file (page) displayed when the user selects an item from the list.
action_frame	Specifies the frame in which the HTML file specified by action_url is displayed.
key	Lists the item names used to classify images delimited by blanks (spaces). Only item names specified in the index file are valid ("DATE", "TIME" and "CAPTION").



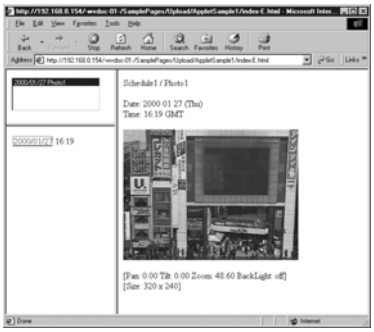

```
script.template.html
<html>
<head>
<script language="JavaScript">
<!----------------
var INDEXDIR            = "http://
__HTTP_SERVER_HOST_AND_PORT__/
-wvdoc-01-/Snap/";
var applet     =
top.appletFrame.document.SnapSelector;
var count      = applet.entrySize();
//---------->
</script>
</head>
<body>
<table>
<script language="JavaScript">
for(i = 0 ; i < count ; i++){
  var time = applet.replace("TIME", i);
  var date = applet.replace("DATE", i);
  var file =
applet.replace("INFOFILE_E",i);
  body = '<tr><td>';
  body += '<A HREF="' + INDEXDIR;
  body += file + '"
target="imageFrame">';
  body += date + '</A> ' + time + '\n';
  body += '</td></tr>\n';
  document.write(body);}
document.close();
</script>
</table>
</body>
</html>
```

The script.template.html file is also for use by the automatic sample page generation function.
When the user selects one of the groups displayed in area ①, the HTTP conversion server automatically generates an HTML page.
The generated HTML page displays a list of the stored images included in the selected group in area ②.

■ Display parameters

FILE_NAME	Displays the file name.
DIRECTORY	Displays the folder that contains the file.
DATE	Displays the shooting date.
TIME	Displays the shooting time.
CAPTION	Displays the specified caption.

3



When the user selects one of the items in the list displayed in area ②, the stored image is displayed in area ③. The image display HTML file for displaying the stored image in area ③ is automatically created by the upload server.

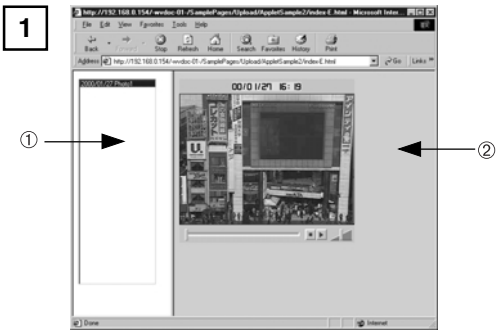
Note

To use the image display HTML file, the name of the image display HTML file to be viewed must somehow be obtained. The upload server creates image display HTML files using the "Upload file name" setting specified in the WebView Livescope manager's "Still Image Service". (See P.113 for more information on the "Upload file name" setting.)
In this sample, the JavaScript program in script.template.html automatically generates the file name using the same algorithm as the upload server.

Applet Sample 2: Simple Virtual Movie

This sample overlays the collected still images for a specified period of time to form a dummy video. The sample also provides an interface for playing and stopping the movie and adjusting the period of time.

1




```
index.html
<HTML>
<HEAD>
<FRAMESET COLS="180,*">
      <FRAME name="appletFrame"
src="applet.template.html">
      <FRAME name="targetFrame"
src="dummy.html">
</FRAMESET>
</HEAD>
</HTML>
```

First, the "Selected list" and "Simple virtual video display" frames are created. Initially, in area ① applet.template.html is displayed and images are selected from there. In area ②, the "dummy.html" blank page is displayed.

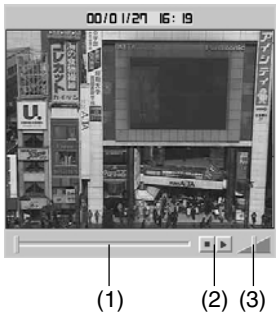
```
applet.template.html
<HTML>
<BODY bgcolor=#ffffff>
<center>
<applet codebase="http://
__HTTP_SERVER_HOST_AND_PORT__/
-wvdoc-01-/SamplePages/Upload/
Applet/SnapSelector/"
 code="SnapSelector" width=100%
height=90% name="SnapSelector"
archive="SnapSelector.zip">
<param name="cabbase"
value="SnapSelector.cab">
<param name="index_url"
value="http://
__HTTP_SERVER_HOST_AND_PORT__/
-wvdoc-01-/Upload/image1/
upindex_J.txt">
<param name="action_url"
value="script.template.html">
<param name="action_frame"
value="targetFrame">
<param name="key"
value="DATE CAPTION">
</applet>
</center>
</BODY>
</HTML>
```

In this sample also, the "SnapSelector" applet is used in area ①. Again, the images are grouped by "date" and "Caption".

■ Parameters Used by SnapSelector

codebase	Specifies the URL of the folder in which the applet is stored. Always specify an IP address as the web server address.
width	Applet area width. Specified in pixels or percentage.
height	Applet area height. Specified in pixels or percentage.
image0	Specifies the image file URL. To specify multiple URLs, set sequential parameters (image1, image2, etc.).
time0	Specifies the time image0 was shot. Use the "year/month/day hour:minute" format.

2



■ Simple dummy video interface

(1)Video progress bar: The desired image can also be displayed by dragging the slider button to the desired frame.

(2)Video stop/start button

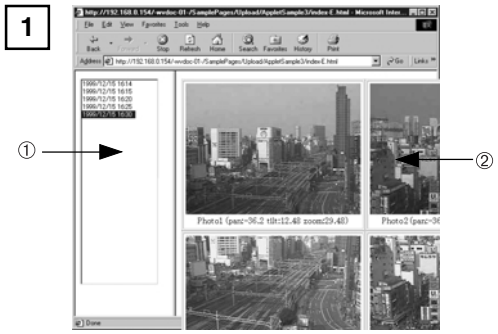
(3)Video display rate adjustment slider bar.

```
script.template.html
<html>
<head>
<script language="JavaScript">
<!----------------
var INDEXDIR            = "http://
__HTTP_SERVER_HOST_AND_PORT__/
-wvdoc-01-/Snap/";
var APPLETDIR           = "http://
__HTTP_SERVER_HOST_AND_PORT__/
-wvdoc-01-/SamplePages/upload/
Applet/SnapAnimator/";
var applet      =
top.appletFrame.document.SnapSelector;
var count       = applet.entrySize();
//--------------->
</script>
</head>
<body>
<script language="JavaScript">
body = '<APPLET codebase="' +
APPLETDIR + '"';
body +=' code=SnapAnimator.class
name=SnapAnimator width=320
height=300>';
for(i = 0 ; i < count ; i++)
{ var time = applet.replace("TIME", i);
  var date = applet.replace("DATE", i);
  var file = INDEXDIR +
applet.replace("FILE_NAME", i);
  body +=  '<param name=image' + i + '
value="' + file + '">';
  body += '<param name=time' + i + '
value="' + date + ' ' + time + '">';}
body += '</APPLET>';
document.write(body);
document.close();
</script>
</body>
</html>
```

The script.template.html file in sample 2 is also for use by the automatic sample page generation function. However, this sample displays the "SnapAnimator" applet in place of the stored images list. "SnapAnimator" creates a dummy video by sequentially displaying the images in the group.

Applet Sample 3: Table List

This sample selects video images shot at a particular time from the list of classified images and displays the selected images in a 2-column table.



index.html

```
<HTML>
<HEAD>
<FRAMESET COLS="180,*">
      <FRAME name="appletFrame"
src="applet.template.html">
      <FRAME name="targetFrame"
src="dummy.html">
</FRAMESET>
</HEAD>
</HTML>
```

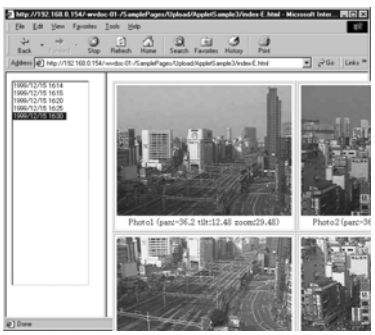
First, the "Selected list" and "Table list display" frames are created. As with applet sample 2, in step ① only applet.template.html is displayed and images are ready to be selected from there. In step ②, the "dummy.html" blank page is displayed.

applet.template.html

```
<HTML>
<BODY bgcolor=#ffffff>
<center>
<applet codebase="http://
__HTTP_SERVER_HOST_AND_PORT__/
-wvdoc-01-/SamplePages/Upload/
Applet/SnapSelector/"
 code="SnapSelector" width=100%
height=90% name="SnapSelector"
archive="SnapSelector.zip">
<param name="cabbase"
value="SnapSelector.cab">
<param name="index_url"
value="http://
__HTTP_SERVER_HOST_AND_PORT__/
-wvdoc-01-/Upload/image1/
upindex_J.txt">
<param name="action_url"
value="script.template.html">
<param name="action_frame"
value="targetFrame">
<param name="key"
value="DATE CAPTION">
</applet>
</center>
</BODY>
</HTML>
```

The applet.template.html file in step ① is also the same as that used in sample 2.

2



```
script.template.html
<html>
<head>
<script language="JavaScript">
<!----------
var INDEXDIR            = "http://
__HTTP_SERVER_HOST_AND_PORT__/
-wvdoc-01-/Snap/";
var applet     =
top.appletFrame.document.SnapSelector;
var count      = applet.entrySize();
//---------->
</script>
</head>
<body>
<script language="JavaScript">
body = '<table border>\r\n';
for(i = 0 ; i < count ; i++)
{var cap = applet.replace("CAPTION",
i);
  var pan  = applet.replace("PAN", i);
  var tilt = applet.replace("TILT", i);
  var zoom = applet.replace("ZOOM", i);
  var file = INDEXDIR +
applet.replace("FILE_NAME", i);
  body += (i % 2 == 0) ? '<tr><td>' :
'<td>';
  body += '<table><tr><td><img src="' +
file + '"></td></tr>\r\n';
  body += '<tr><td><center>';
  body += cap;
  body += ' (pan:' + pan;
  body += ' tilt:' + tilt;
  body += ' zoom:' + zoom + ')';
  body += '</center></tr></td></table>';
  body += (i % 2 == 0) ? '</tr></td>' : '</
td>';body += '\r\n';}
body += '</table>';
document.write(body);
document.close();
</script>
</body>
</html>
```

Again, the script.template.html file is for use by the automatic sample page generation function. However, all the images in the group are displayed in this sample.

The images are displayed embedded in the table. The table is automatically created by the JavaScript program in script.template.html.

Appendix

Troubleshooting

Problem **I cannot access the camera server from a network.**

Solution

Camera server

- Restart the PC on which the camera server is running.
- Check the Windows NT "Network" settings.
  Check that the IP address, subnet mask, gateway and DNS server settings are entered correctly. Always restart your PC after you change the network settings.
- Check that the Ethernet cable is connected correctly.

Viewer

- Check that the camera server IP address (or host name) is specified correctly.
- If the connection uses the WebView HTTP protocol, you can only penetrate firewalls for access if the proxy server is set up correctly. Specify an HTTP proxy that uses an ordinary web browser.
- If the connection uses the WebView TCP protocol, you can penetrate firewalls without using a proxy. You can set up a TCP proxy, but the proxy must use the WebView dedicated proxy software. (See P.40 in the Viewer manual.)

Problem **Images are not displayed.**

Solution

Camera server

- Check that the camera is switched on.
- Check that the video cable is correctly connected to the camera and PC.
- If the input port connection position for the video capture board is incorrect, the image is displayed in blue with the Osprey-100 and in black with Meteor boards. If this occurs, check that the input port is specified correctly (see P.40).
- To improve the quality of the image, check the image settings (see P.34).

Viewer

- For the helper viewer, check that the viewer has been installed correctly (see P.21).
- For a Java viewer, check operating environment settings such as the web browser version. Visit the WebView World web page for the latest information. URL: http://www.x-zone.canon.co.jp/WebView-E/index.htm.

Problem **I can't control the camera.**

Solution

Camera server

- Check that the camera is switched on.
- Check that the RS cable used for camera control is correctly connected to the camera and PC.
- Check that the correct serial port is being used for PC connection and that the serial port in the server settings panel is correct (see P.39).
- If field of view restrictions are specified, check the settings (see P.44).
- If the VC-C4 camera has been connected using a cascade connection, check that the other cameras are on and that the RS cable has been connected properly. (If a camera connected in a cascade connection is Off, it will take approximately one minute after the camera is switched On until it is ready to use. This also applies when there is RS cable trouble.)

Problem **The helper viewer won't launch.**

Solution

Camera server

- Check that the MIME type settings for the helper viewer in the web server are specified correctly (see P.98).
- Check that the server wvh file is coded correctly (see P.99).

Viewer

- Check that the viewer has been installed correctly (see P.21).

Problem **The server load is at 100%.**

Solution

Camera server

- If you are using an Osprey-100 video capture board and have selected streaming capture, images are transmitted with maximum efficiency but the load on the server is increased and can adversely affect other processes. If this is occurring, use frame capture mode or reduce the transmission frame rate.

Problem **The results of access log analysis are not displayed correctly.**

Solution

Camera server

- There may be a problem with the working data created by access log analysis tool. Use the access log analysis settings to delete the damaged working data and then restart your web browser (see P.73).

Problem **I am using the version 3.10 helper viewer to connect to an older version of the camera server.**

Solution

- The version 3.10 helper viewer can be connected to an older version of the camera server, but the following restrictions then apply:

- If you are connecting to a version 1.x, version 2.0 or VB101, panorama images cannot be displayed. However, the panorama window can be used to control the camera.
- If you are connecting to version 2.0, the version 2.0 preset function cannot be used by the version 3.10 helper. However, you can switch cameras.

Problem **I am using an old version of the helper viewer to connect to the version 3.10 camera server.**

Solution

- Old versions of the helper viewer can be connected to the WebView version 3.10 server, but the following restrictions then apply:

- The version 1.0 helper cannot use the preset function, camera selection function or panorama function.
- The version 2.0 helper cannot use the preset function or panorama function.

Problem **The message "Failed to connect" appears when you try to connect to the camera server with WebView manager.**

Solution

- When the connection is from a remote, check that the host name and port number are correct.
- When the connection is over a camera server machine, check that the network settings for the machine are correct.

Error Messages

Service Event Log Messages

1. Service control manager-related event log messages

Message	Failed to start WebView Livescope Service Control Manager.
Problem	The camera server cannot be launched. This is probably caused by one of the following: 1. The TCP/IP service is not running. 2. There was a problem with the camera server installation.
Solution	1. Open the "Network" control panel and select the "Protocols" tab. Check that the "TCP/IP protocol" is installed. If it is not installed, click the [Add(A)] button and install the TCP/IP protocol. 2. If step 1 does not resolve the problem, re-install the camera server.

Message	Failed to start WebView Livescope video capture server.
Problem	The camera server video transmission function cannot be used. This is probably caused by one of the following: 1. The video capture board is not operating correctly. 2. There was a problem with the camera server installation.
Solution	1. Check that the video capture board and the board driver were installed correctly. If they are not installed, install them according to the instructions in the manual supplied with the video capture board. 2. If step 1 does not resolve the problem, re-install the camera server, as follows: 1) Launch "Add/Remove Programs" in the Control Panel and delete the video capture board driver. The driver names are as follows: Osprey-100 board: "Osprey-100" Meteor or Meteor 2 board: "Matrox Imageing Products" 2) Launch the camera server installer and install the camera server.

Message	Failed to start WebView Livescope Camera Control Server.
Problem	The camera server camera control function cannot be used. This is probably caused by a problem during camera server installation.
Solution	1. Restart the machine. 2. If step 1 does not resolve the problem, re-install the camera server.

Message	Failed to start WebView Livescope Maintenance Server.
Problem	The camera server setup function cannot be used. This is probably caused by a problem during camera server installation.
Solution	1. Restart the machine. 2. If step 1 does not resolve the problem, re-install the camera server.

Message	Failed to start WebView Livescope Http Server.
Problem	The camera server web server function cannot be used. This is probably caused by a problem during camera server installation.
Solution	1. Restart the machine. 2. If step 1 does not resolve the problem, re-install the camera server.

Message	Failed to start WebView Livescope Upload Server.
Problem	The camera server still image storage function cannot be used. This is probably caused by a problem during camera server installation.
Solution	1. Restart the machine. 2. If step 1 does not resolve the problem, re-install the camera server.

2. Event Log Messages Common to All Servers

Message	WebView Livescope <server name> server started. (eg. WebView Livescope Camera Control server started.)
Problem	The server started up normally.
Solutio	The server started up normally. No action is required.

Message	WebView Livescope <server name> server stopped. (eg. WebView Livescope Camera Control server stopped.)
Problem	The server has shut down normally.
Solution	The server has shut down normally. No action is required.

Message	Failed to start WebView Livescope <server name> Server. (eg. Failed to start WebView Livescope Camera Control Server.)
Problem	A problem arose and the server could not be started up successfully. This is probably caused by one of the following: 1. The hardware used by the server (such as the video capture board) is not operating normally. 2. The driver software used by the server (the drivers for the TCP/IP server, video capture board, etc.) is not operating normally. 3. The TCP port number used by the server is being used by another program. 4. There was a problem during camera server installation.
Solution	1. An "additional" message may be recorded in the event log. Check the log. If an "additional" message has been recorded, proceed according to the details provided in the message. 2. If step 1 does not resolve the problem, re-install the camera server.

Message	Failed to terminate WebView Livescope <server name> Server. (eg. Failed to terminate WebView Livescope Camera Control Server.)
Problem	A problem arose and the server could not be shut down successfully.
Solution	1. An "additional" message may be recorded in the event log. Check the log. If an "additional" message has been recorded, proceed according to the details provided in the message. 2. If step 1 does not resolve the problem, restart the machine. 3. If restarting the machine does not resolve the problem, re-install the camera server.

Message	WebView Livescope <server name> server already started. (Eg. WebView Livescope Camera Control server already started.)
Problem	The server was launched twice. A problem may have occurred during camera server installation.
Solution	Re-install the camera server.

Message	Failed to register WebView Livescope Service Control Manager as a service.
Problem	A problem may have occurred during camera server installation.
Solution	Re-install the camera server.

Message	Failed to remove WebView Livescope Service Control Manager from the service database.
Problem	A problem may have occurred during camera server uninstallation.
Solution	No action is required as the camera server installer will perform the appropriate processing. However, if an irregular event occurs when the machine is restarted, such as an error message being displayed, re-install the camera server.

Message	The TPC port<port number> is not available. (Eg. The TPC port(65311) is not available.)
Problem	The TCP port number used by the server is being used by another program.
Solution	1. Launch the WebView Livescope manager, select the "Port Number" tab in the "Connection Setting" setup screen in the "Setup Server Configuration" and change the port number setting. 2. If step 1 does not resolve the problem, re-install the camera server.

Message	Log file<file name> open error. (Eg. Log file(C:\Program Files\Canon\WebView\Sys\log\http.log) open error.)
Problem	The log file cannot be created. This is probably caused by one of the following: 1. There is no longer sufficient disk space. 2. The log file or log file folder is write-protected. 3. Another program is accessing the log file.
Solution	Restart the machine. If the same message is recorded in the event log after the restart, try the following measures: 1. Check the remaining disk space. If there is insufficient free disk space, delete some unwanted files. 2. Check the directory permissions for the log file and log file folder and remove any write protection. 3. If you do not want to change the directory permissions, launch the WebView Livescope manager, select the "Access Log" tab in the "Log" setup screen in the "Setup Server Configuration" and change the "Directory" setting.

Message	Log file<file name> write error. (Eg. Log file(C:\Program Files\Canon\WebView\Sys\log\http.log) write error.)
Problem	The log file cannot be created. This is probably caused by one of the following: 1. There is no longer sufficient disk space. 2. The log file or log file folder is folder is write-protected. 3. Another program is accessing the log file.
Solution	Restart the machine. If the same message is recorded in the event log after the restart, try the following measures: 1. Check the remaining disk space. If there is insufficient free disk space, delete some unwanted files. 2. Check the directory permissions for the log file and log file folder and remove any write protection. 3. If you do not want to change the directory permissions, launch the WebView Livescope manager, select the "Access Log" tab in the "Log" setup screen in the "Setup Server Configuration" and change the "Directory" setting.

Message	Your log file is too large. Your log messages will therefore be moved into the back-up file <file name>. (Eg. Your log file is too large. Your log messages will therefore be moved into the back-up file C:\Program Files\Canon\WebView\Sys\log\http.log.bak)
Problem	The log file size exceeded 10 MB. The contents of the log are copied to another file, the log file is cleared and log recording restarts.
Solution	The server is operating normally and no action is required. [Note] The maximum size of the backup log file is 10 MB and the camera server creates up to 5 log files. Consequently, log backup can occupy up to 50 MB of disk space. If there is little remaining disk space, consider deleting some of the backup files.

3. Video Server-specific Event Log Messages

Message	WebView Livescope video capture server can't find video board.
Problem	The video capture board cannot be used.
Solution	Restart the camera server. If this message recurs after the restart, there may have been a problem during installation. Check the type of video capture board being used and re-install the camera server software.

Message	WebView Livescope video capture server can't load capture card driver(<module name>).
Problem	Loading of the video capture card driver failed.
Solution	Restart the camera server. If this message recurs after the restart, there may have been a problem during installation. Re-install the camera server.

Message	WebView Livescope video capture server can't initialize Video capture driver.
Problem	An error during video capture driver initialization.
Solution	Restart the camera server. If this message recurs after the restart, there may have been a problem during installation. Re-install the camera server.

Message	MIL error on <server name>.
Problem	MIL(Meteor Imaging Library) error
Solution	Restart the camera server. If this message recurs after the restart, there may have been a problem during installation. Re-install the camera server.

4. Camera Control Server-specific Event Log Messages

Message	Camera driver load failed.
Problem	Loading of the camera driver failed.
Solution	Restart the camera server. If this message recurs after the restart, there may have been a problem during installation. Re-install the camera server.

Message	Invalid camera.
Problem	The camera cannot be used.
Solution	There is a problem with the camera settings or with the camera itself. Check the server settings to confirm that the correct camera type is specified. Alternatively, check that the camera operates normally in remote control operation, etc.

Message	Cannot open serial port(<serial port name>).
Problem	Error when the COM port was opened.
Solution	Check that the serial port used to connect the camera to the PC is functioning normally, or check the settings from the Windows NT control panel.

Message	VCC1 is off line.
Problem	The VC-C1 camera connection cannot be set up correctly.
Solution	Check that the camera is switched on. Alternatively, check the RS cable connections on both the PC and the camera.

Message	VC-C1 does not respond.
Problem	There is no response from the VC-C1 camera.
Solution	Check that the camera is switched on. Alternatively, check the RS cable connections on both the PC and the camera.

Message	VC-C3 is off line.
Problem	The VC-C3 camera connection cannot be set up correctly.
Solution	Check that the camera is switched on. Alternatively, check the RS cable connections on both the PC and the camera.

Message	Check sum error.
Problem	The RS cable is not correctly connected to the VC-C3 camera.
Solution	Check that the RS cable is connected correctly.

Message	Pan-tilter is offline. Check cables, turn off the power and then turn on the main power switch.
Problem	Part of the VC-C4 camera is switched off or is disconnected.
Solution	Check that the camera is switched on. Alternatively, check the RS cable connections on both the PC and the camera.

Message	VC-C4 is off line.
Problem	The VC-C4 or VC-C4R camera is not connected properly.
Solution	Check that the camera is On. Check the PC and the camera to see if the RS cable is connected. For cascade connections in particular, it is necessary to check the power and cables of other cameras.

Message	The VC-C4 does not respond.
Problem	There is no response from the VC-C4 or VC-C4R camera.
Solution	Check the camera power and the RS cable.

Message	The installation type setting of VC-C4 is incorrect.
Problem	The settings for VC-C4 and VC-C4R cameras have been mixed up.
Solution	Check the camera type and follow the instructions in "Changing the Camera Settings" (P.41) to change the camera settings.

5. HTTP Conversion Server-specific Event Log Messages

Message	WebView Livescope Http Server delected a fatal error. Restarting httpserve.exe.
Problem	A problem occurred on the WebView Livescope HTTP server.
Solution	The server is automatically restarted. However, if problems with the camera server persist for some time in subsequent operation, restart the machine.

6. HTTP Upload Server-specific Event Log Messages

Message	WebView Livescope Upload Server delected a fatal error. Please restart uploadserve.exe.
Problem	A problem occurred on the WebView Livescope Upload server.
Solution	Restart the machine.

7. WebView Livescope Manager Messages

Message	WebView Livescope manager timed out and was disconnected.
Problem	The WebView Livescope manager was disconnected from the remote maintenance server.
Solution	Restart the WebView Livescope manager.

Message	WebView Camera Server detected an error in the settings of the client's connect count. This server is running on the default configuration. Please look into the "Connect Limit" tab on WebView Livescope Manager.
Problem	The value specified for the number of connections in the registry may have been corrupted to become an illegal value.
Solution	Check the value set as the limit of the number of connections. If you cannot correct the setting, re-install the camera server.

Message	WebView Camera Server detected an error in the settings for available video-streams. This server is running on the minimun 2-video-streams configuration. Please re-install WebView Camera Server in order to recover the damaged settings.
Problem	Security-related registry information may have been corrupted.
Solution	Re-install the camera server.

Upload Server Error Messages

1. Errors During Dial-up Connection

Message	<ERROR 001001 Dialup> failed to open the modem port. ACCESS_POINT=<dial-up connection name>
Problem	The modem may not be properly connected or there may be an error in the modem settings.
Solution	1. Check that the RS cable is correctly connected between the modem and TA. 2. Check that the RS cable is correctly connected to the COM port on the computer. 3. Open [My Computer] -> [Dial-Up Networking] on the desktop and check that the COM port used for dial-up connection is set correctly. (In particular, check that there is no conflict with COM port for the camera.)

Message	<ERROR 001002 Dialup> failed to connect to the access point. ACCESS_POINT=<dial-up connection name> TEL=<telephone number>
Problem	There may be an error in the access point settings or a problem at the access point.
Solution	1. Open [My Computer] -> [Dial-Up Networking] on the desktop and check for errors in the access point settings. (In particular, check for errors in the telephone number setting.) 2. If there are no errors in the settings, there may be a problem at the access point. Wait a few minutes and then try to reconnect.

Message	<ERROR 001003 Dialup> failed to authenticate. ACCESS_POINT=<dial-up connection name> USER=<user name>
Problem	User verification at the access point failed. The user name or password setting may be incorrect.
Solution	Launch the WebView Livescope manager and open the "Destination" panel in the "Still image service" tab in "Setup Server Configuration". Then check for errors in the user name and password specified in the "Dial-up details" dialog box.

Message	<ERROR 001004 Dialup> Remote Access Service is not available on this machine.
Problem	The "Remote Access Service" needed for modem and TA control may not be installed.
Solution	Use the following procedure to install the "Remote Access Service": 1. Open [Control Panel] -> [Network]. 2. Select the "Services" tab. 3. Click the [Add] button to display the "Select Network Service" dialog box. 4. Select "Remote Access Service" from the list of network services and then click [OK].

2. Errors During Image Data Capture

Message	<ERROR 002001 ImageCapture> failed to connect to the camera control server. SERVER=<IP address>:<port number> PRIVILEGE=<Upload>
Problem	Connection to the camera control server failed. There may be a problem on the camera control server.
Solution	Launch the event viewer and check for error messages recorded in the application log. If an error is recorded, refer to the error message list for the correct solution.

Message	<ERROR 002002 ImageCapture> failed to get camera control. SERVER=<IP address>:<port number>
Problem	Connection to the camera control server failed. There may be a problem on the camera control server.
Solution	Launch the event viewer and check for error messages recorded in the application log. If an error is recorded, refer to the error message list for the correct solution.

Message	a) If camera switching fails <ERROR 002003 ImageCapture> failed to operate the camera. SERVER=<IP address>:<port number> CAMERA_ID=<camera number (integer of 1 or higher)> b) If pan, tilt or zoom operation fails <ERROR 002003 ImageCapture> failed to operate the camera. SERVER_ID=<IP address>:<port number> PAN=<attempted pan value> TILT=<attempted tilt value> ZOOM=<attempted zoom value> c) If switching backlight compensation on or off fails <ERROR 002003 ImageCapture> failed to operate the camera. SERVER_ID=<IP address>:<port number> BACK_LIGHT=<{ON|OFF}>
Problem	Camera operation failed. This is probably caused by one of the following: 1. The camera is switched off. 2. The camera's RS cable is not connected correctly. 3. The camera settings are incorrect. 4. Some other problem with the camera control server.
Solution	Launch the event viewer and check for error messages recorded in the application log. If an error is recorded, refer to the error message list for the correct solution.

Message	<ERROR 002004 ImageCapture> failed to connect to the video capture server. SERVER=<IP address>:<port number> PRIVILEGE=<special level{Normal|Upload}>
Problem	Connection to the video server failed. There may be a problem on the video server.
Solution	Launch the event viewer and check for error messages recorded in the application log. If an error is recorded, refer to the error message list for the correct solution.

Message	<ERROR 002005 ImageCapture> failed to get image data from the video capture server. SERVER=<IP address>:<port number>
Problem	Capture of the image data failed. There may be a problem on the video server.
Solution	Launch the event viewer and check for error messages recorded in the application log. If an error is recorded, refer to the error message list for the correct solution.

3. Upload-related Error Messages

Message	<ERROR 003001 Upload> failed to connect to the ftp server. SERVER=<IP address>:<port number>
Problem	Connection to the FTP server failed. This is probably caused by one of the following: 1. The settings for connection to the FTP server are incorrect. 2. There is a problem on the other party's FTP server.
Solution	1. Launch the WebView Livescope manager and open the "Destination" panel in the "Still image service" tab in "Setup Server Configuration". Then check for errors in the "FTP Host" and "FTP Port" settings specified in "FTP settings". 2. Open the DOS command prompt window and use the ftp command to check that connection to the other party's FTP server is possible.

Message	<ERROR 003002 Upload> failed to authenticate. SERVER=<IP address>:<port number> USER=<user name>
Problem	User verification for the FTP server failed. This is probably caused by one of the following: 1. The settings for connection to the FTP server are incorrect. 2. There is a problem on the other party's FTP server.
Solution	1. Launch the WebView Livescope manager and open the "Destination" panel in the "Still image service" tab in "Setup Server Configuration". Then check for errors in the "Account" and "Password" settings specified in "FTP settings". 2. Open the DOS command prompt window and use the ftp command to check that connection to the other party's FTP server is possible.

Message	<ERROR 003003 Upload> failed to open the file. TARGET_FILE=<URL of the upload destination file> REASON=<reason> <Additional information>
Problem	An attempt to access a file at the upload destination failed. There may be a problem on the other party's FTP server.
Solution	Open the DOS command prompt window and use the ftp command to check that files on the other party's FTP server can be accessed. If a problem is found with file access, change the settings on the FTP server.

Message	<ERROR 003004 Upload> failed to create the file. TARGET_FILE=<URL of the upload destination file> REASON=<reason> <Additional information>
Problem	An attempt to create a file on the upload destination failed. There may be a problem on the other party's FTP server.
Solution	Open the DOS command prompt window and use the ftp command to check that files on the other party's FTP server can be created. If a problem is found with file creation, change the settings on the FTP server.

Message	<ERROR 003005 Upload> failed to update the file. TARGET_FILE=<URL of the upload destination file> REASON=<reason> <Additional information>
Problem	An attempt to update a file at the upload destination failed. There may be a problem on the other party's FTP server.
Solution	Open the DOS command prompt window and use the ftp command to check that files on the other party's FTP server can be updated. If a problem is found with file updating, change the settings on the FTP server.

4. CGI Startup-related Error Messages

Message	<ERROR 004001 Cgi> failed to connect to the http server. SERVER=<IP address>:<port number>
Problem	Connection to the HTTP server failed. This is probably caused by one of the following: 1. The URL specification for CGI is incorrect. 2. There is a problem with settings on the other party's HTTP server.
Solution	1. Launch the WebView Livescope manager and select [Setup Server Configuration] → [Still image service] tab → [Schedule]. Then double-click the schedule settings to open the "Schedule Setting" panel. Select the "Upload" tab and check for errors in the URL specified as the CGI path. 2. Check for problems with the settings on the other party's HTTP server. (Check the port number and the security settings.)

Message	<ERROR 004002 Cgi> failed to authenticate. SERVER=<IP address>:<port number> USER=<user name>
Problem	Connection to the HTTP server failed. This is probably caused by one of the following: 1. The URL specification for CGI is incorrect. 2. There is a problem with settings on the other party's HTTP server.
Solution	1. Launch the WebView Livescope manager and select [Setup Server Configuration] → [Still image service] tab → [Schedule]. Then double-click the schedule settings to open the "Schedule Settings" panel. Select the "Upload" tab and check for errors in the URL specified as the CGI path. 2. Check for problems with the settings on the other party's HTTP server. (Check the connection privileges and the security settings.)

Message	<ERROR 004003 Cgi> failed to start the CGI command. CGI_URL=<URL of CGI> <Additional information>
Problem	Connection to the HTTP server failed. This is probably caused by one of the following: 1. The URL specification for CGI is incorrect. 2. There is a problem with settings on the other party's HTTP server.
Solution	1. Launch the WebView Livescope manager and select [Setup Server Configuration] → [Still image service] tab → [Schedule]. Then double-click the schedule settings to open the "Schedule Settings" panel. Select the "Upload" tab and check for errors in the URL specified as the CGI path. 2. Check for problems with the settings on the other party's HTTP server. (Check the port number and the security settings.)

Message	<ERROR 004004 Cgi> received error from the CGI command. CGI_URL=<URL of CGI> <Additional information>
Problem	The activated CGI caused an error.
Solution	Check for a problem in the activated CGI program.

5. Errors Relating to File Expiry Limit Management

Message	<ERROR 005001 Expire> failed to delete the expired file. TARGET_FILE=<URL of the file to be deleted> <Detailed information>
Problem	The deletion of an expired file failed. There may be a setting at the upload destination that prevents file deletion.
Solution	Check that the settings between the upload destination folder and the FTP server allow files to be deleted.

Message	<ERROR 005002 Expire> failed to delete the expired item. TARGET_FILE=<URL of the file to be deleted> TARGET_ITEM=<name of the item to be deleted> <Detailed information>
Problem	The deletion of an expired item in the file list failed. There may be a setting at the upload destination that prevents files being read from and written to.
Solution	Check that the settings between the upload destination folder and the FTP server allow files to be read from and written to.

Access Log Analysis Messages

Message	Stopped browsing log, because there were lot of wrong lines.
Problem	Processing for access log viewing was cancelled because the log file format is incorrect (has too many lines).
Solution	The log file is an older version or the log file contains an error. Back up the log file for safety and then delete it. The log file is stored under C:\Program Files\Canon\WebView\Sys\log.

Message	There is no access in specified period.
Problem	This message is displayed if a period is specified during which the log was not accessed. This is not an error.
Solution	Select a period during which the log file was accessed.

Message	There is no log data for analysis.
Problem	There are no log files to be analyzed.
Solution	Open the "Log" dialog box in "Setup Server Configuration" in the WebView Livescope manager and tick the "Enable loggings" checkbox.

Message	Password incorrect.
Problem	The password was incorrect.
Solution	Check the password and enter the correct password.

Message	Could not make Csv file.
Problem	When you select CSV as the output file format, a temporary file is created for CSV transmission. However, the temporary file could not be created.
Solution	Check that there is sufficient free disk space and then restart your machine.

Message	Could not reserve the basic resource for OS such as Memory. The status of the server machine is abnormal.
Problem	Basic system resources (RAM, etc.) could not be acquired due to an error on the server machine.
Solution	Try to reboot the machine. If the problem is not resolved when the machine is rebooted, check that an error has not been listed in the event log and take appropriate action.

Message	Could not read the table file of the host name correctly.
Problem	The host name table file could not be read successfully.
Solution	This error can be recovered by deleting the cache files. Select "Others" on the "Access Log Analyzer" Top page (the page displayed immediately after the "Access Log Analyzer" is started) and click the [Delete] button.

Message	The other administrator is using. Please wait for a short while.
Problem	The log files are locked as they are being accessed by another manager.
Solution	Wait a few minutes and try again.

Message	Could not write the table file of host name.
Problem	The host name table file could not be written to successfully.
Solution	Select "Others" on the "Access Log Analyzer" Top page (the page displayed immediately after the "Access Log Analyzer" is started) and click the [Delete] button.

Message	The last time of the log file is older than the first time of the log. So can not analyze normally. So the process will be stopped.
Problem	Analysis could not be performed because the initial time in the log is later than the final time.
Solution	This is an error in the log file content. Back up the log file for safety and then delete it. The log file is stored under C:\Program Files\Canon\WebView\Sys\log.

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